

ZD ZIFF DAVIS

**WORLD EXCLUSIVE TEKKEN 3 PICTURES
OVER 15 NEW NINTENDO⁶⁴ GAMES INSIDE**

ELECTRONIC GAMING MONTHLY

**JURASSIC
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PICS 2**



TEKKEN 3



New Update!

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NUMBER 91

FEBRUARY 1997
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THE MINDS BEHIND TEKKEN 2 ARE ABOUT TO
SHOW YOU HOW SHARP THEY REALLY ARE.



COMING SOON.

ELECTRONIC GAMING MONTHLY

By Ed Semrad

We're back from Nintendo of Japan's major game event: the annual Shoshinkai show. As I look back on it, in many ways this show was a lot like last year's event. Both started with a lot of preshow rumors and ended with the disappointing reality of Nintendo doing things in their usual slow, careful way.

Disappointing? Yes and no. As a journalist, I always want to see what is new and unannounced—and being able to play only three games was quite a letdown. But knowing how Nintendo works, I never really expected them to open up their R&D labs to the press. Still, Zelda and the disk drive were supposed to be the key items at the show and that was the disappointing part. Other than 10 seconds of quick shots of Zelda on a prepared Nintendo demo tape, that was it. And the disk drive? Alf we were allowed to see was a very strange demo of a rotating cube with the audience's faces digitized on it (which supposedly was running through the disk drive). As for other Nintendo N64 games, about the only peek into the future was again, just

what was on the tape. Yoshi, Kirby and 007 were all there, but, unfortunately, if you blinked, you would have missed the major portion of the game that was being shown. A couple of the U.S.-developed games like Crusin' and Kl Goid (which were finished and on their way to the stores) were nowhere to be seen. Other rumored games like F-Zero 2 and Donkey Kong 64 didn't even make it on the tape.

But that's Nintendo. As Mr. Yamouchi said last year, Nintendo will do things their way, and they will not be influenced by anything or anyone. As we saw again, that certainly is true:

The three games that we did get to play were exceptional.



Ed tests Nintendo's Mario Kart 64 at the Shoshinkai Show.

Mario Kart 64 (of which we were able to get a production copy by deadline time and still get it in this issue) brings back all the fun of the original Super NES kart and adds the special features that only the N64 can deliver.

BlastDozer is a strange type of game where you can have lots of fun just destroying things. It's hard to describe but once you start playing you are hooked.

StarFox 64, like Mario Kart, will be one hot product. With extremely intense ground and air battles, this game will sell systems!

The rest of the show was devoted to Nintendo's licensees. Neither Square nor Namco were there and Capcom had nothing to say regarding the N64. Sega, Konami, Hudson and 20 more third-party software companies had a total of 40 new Japanese N64 games to show or talk about. All of which were in our exclusive Shoshinkai coverage last month.

Speaking of exclusives, this issue we were able to get a lot of quality footage on Namco's top-secret Tekken 3 quarter-rauncher (it isn't expected to officially debut until the Japan show later this spring). Don't expect this type of coverage anywhere else in the world!

Talking about world exclusives, we did get direct footage of Capcom's Street Fighter III from another arcade show we attended: in this issue you'll find four pages of pictures and info on our exclusive update.

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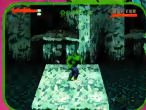
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TEKKEN 3

THE GUYS AND GALS FROM TEKKEN ARE BACK AND DEADLIER THAN EVER! THE STORY STARTS ON PAGE 78!

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EXCLUSIVE!

MARIO KART 64



You've heard the hype, now see why Mario Kart 64 looks to be an awesome racing game on the Nintendo 64. All your favorites plus some new racers are packed into this fantastic cart! EGM got a copy straight from Japan and it's hot! Also, don't forget to check out part two of our Shoshinkai coverage. The story begins on page 104!

"...now the tracks aren't flat; they cruise over hills and around banked corners."

FEATURES



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REINVENTING THE KING: STREET FIGHTER III!

In a previous issue, we gave you a small taste of Capcom's next installment of the Street Fighter series: Street Fighter III. In this issue, you will devour over four pages of SF3 facts, characters (new and old), moves and a whole lot more. The story begins on page 84!

"Ryu and Ken plainly have an older, wiser air about them..."

SUSHI-X TELLS IT LIKE IT IS ABOUT TODAY'S FIGHTERS!

The master of fighting games has spoken! The honorable Sushi-X voices his opinions on such fighting games as Virtua Fighter 2, Mortal Kombat Trilogy, Street Fighter Alpha 2, Samurai Shodown IV, Toshinden and more. The story begins on page 90!

"Even if you're not a big MK fan, you have to be impressed by the sheer size of the game..."



90



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EVERYBODY NEEDS A LITTLE SOUL IN HIS OR HER LIFE!

Tekken series, watch out. Soul Blade for the PlayStation looks like a contender for 3-D fighting game champ. Both the character graphics and the backgrounds will knock your socks off when you plug it into your PS. There are also numerous modes to try, adding to the game's complexity. The story begins on page 116!

"...has the potential to be a worthy successor to the Tekken series."

NEXT WAVE



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Race your favorite "Mario" character against other opponents in Mario Kart 64.

110 SATURN

Command & Conquer your enemies with different types of weapons.

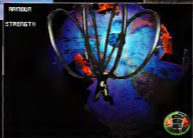
112 PLAYSTATION

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— COMPUTER PLAYER

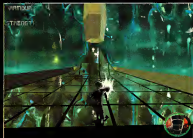


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DON'T CALL IT A COMEBACK

Nintendo, Sega and Sony Battle; Market Shows '96 Rebound

The end of 1996 proved the first real chance for next-generation systems to fight for market share. But between Sega, Sony and Nintendo, who came out on top? Well, you can't tell by what the companies stated:

■ "Sega Saturn sales equaled or beat the competition nationwide at most of our top retail accounts."—Sega of America's Ted Hoff, Dec. 4, 1996

■ "...[E]mergency shipments of PlayStation game consoles are being shipped into North America at an

unprecedented rate..."—Sony PR, Dec. 3, 1996

■ "For Nintendo 64, the reception has been incredible turning into a runaway train, a 1996 version of the 'Cabbage Patch' phenomenon."—Nintendo of America's Peter Main, Dec. 10, 1996

With statements like these, it's hard to think any system will die soon—at least for the short term. Now that all the players are on the field, 1996 has shaped up to be a rebound year for the market and all three systems will prosper (see graph). So, it's the months after the holiday rush that will better indicate the ultimate future of these systems.

Nintendo has made no secret of its incredible N64 sales rate: more than 10 per minute since its September launch, according to Nintendo figures. Sony has countered by touting strength in numbers: the highest software/hardware ratio in the industry (8-1); increased production to 1 million systems a month to meet demand; almost 200 software titles available. Plus, reports of PS prices of \$175 or \$150—still rumors as of press time—have cropped up. Meanwhile, Sega has the unenviable task of keeping up with the pack. To its credit, it undercut all foes with a "Three Pack" promotion (three games free with system), which upped hardware sales by 50 percent. Now that the promo has ended, it's questionable whether the Saturn can continue that blistering sales pace. ■

So Who's On First?



N64

1.5 mil. U.S. units by 1/97 (Estimate)
 ■ Strength: Mario
 ■ Achilles' heel: M.I.A. sports titles?



Sony PS

2.8 mil. U.S. units by 1/97 (Estimate)
 ■ Strength: Plenty of games; rumors of \$150 price tag
 ■ Achilles' heel: No Mario killer?



Sega 55

1.5 mil. U.S. units by 1/97 (Estimate)
 ■ Strength: Internet access; deal for free games and cash off
 ■ Achilles' heel: Too late to catch up?

THE BEST VIDEO GAME NEWS

PRESS START

PREVIEW

N64 ITEMS TO ARRIVE

Slowly but surely, additional Nintendo 64 add-ons are seeing the light of day. In last month's EGM, Nintendo's disk drive and new controllers were featured.

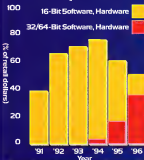
This month, info on some small-yet-vital accessories has been made public, such as the Memory Card Plus (pictured). Developed by Datel, the card offers 1 MB of game save storage space—four times as much as the standard card. InterAct Accessories is bringing this product into the U.S. under its own brand, and should sell for \$29.99 U.S. InterAct has also made good progress on developing an N64 Game Shark, a players' cheating/help tool that's expected sometime this year. ■



How 1996 Shapes Up:

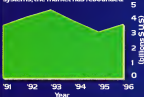
What Rules the Market?

16-Bit system sales slide, but still make up more than half the market. Next-gen system sales jump to 40 percent, but don't eclipse Super NES and Genesis. Next year, expect those tables to finally turn.




How Big Is the Market?

The market had been in decline after 16-Bit system sales peaked. Thanks to next-gen systems, the market has rebounded.



Source: NISID, Nintendo



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The darkness of ancient Egypt and evil alien forces, possessing horrifying powers, have taken possession of the ancient city of Karnak. And these landlords are exacting extremely high rents. Like an arm and a leg... or worse.

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weapons like hand grenades, a flame thrower, an M60 machine gun and a magical cobra staff. Dynamic lighting allows for stunning visual effects. Cross bridges, crawl through tunnels and swim through underwater grottos. Your only salvation is the guiding Spirit of the Great Pharaoh Ramses. He's the only one in this god-forsaken neighborhood who wants to help you get a forwarding address.

So welcome to the nightmare of Ramses' tomb. And enjoy your stay. It may last forever.

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The Original PlayStation

Model Number: SCPH-1000 (Japanese version)



In the beginning, the PlayStation had all these ports: (from left to right) the parallel I/O port, the serial port (for the link cable), the A/V output, the S-Video output, the multi A/V out, and power...



Given the PlayStation's strong branding, Sony didn't dare tamper with the machine's look...



Even with the original model, the PlayStation's interior design (power supply board on the left, motherboard on the right) has been regarded as compact, clean and efficient...

The Heir to the Throne

Model Number: SCPH-5500 (Japanese version)



...but to make the PlayStation cheaper and faster to produce, Sony eliminated the A/V and S-Video ports. The multi A/V port connects the PS to TV, different cables are needed for S-Video, RF, etc.



...however, the PlayStation's redesigners did move the location of the CD lens and motor.



...but even Sony found ways to shrink the main board's size by 20 percent. Note the soldered-in metal plate, which serves a dual purpose: protect the main chips from heat and human tampering.

Video game systems at school? Yup, it sounds too good to be true, but **Sega** has teamed up with a nonprofit group called Projectneat that aims to link every school in the United States up to the Internet. Using 1,100 Saturn Net Links donated from **Sega**, the project will give students a chance to tap the Internet's vast educational resources. The group chose Net Links over PCs because they're less costly, easier to set up and operate, and able to run with a TV—so groups of kids can watch the screen at once. Projectneat hopes to connect every K-12 school in America to the Internet by the summer of 1998.

It's official, but not surprising: **Sony** has inked a deal with **Square** to publish its upcoming PlayStation games, notably Final Fantasy VII (on three CDs, in case you haven't already heard). The deal effectively ends **Nintendo's** former monopoly on Square titles. FYI: Final Fantasy VII is due out this summer.

Ex-execs Jim Whams of **Sony** and Gregory Ballard of **Capcom** Where are they now? Well, the two are back in the gaming biz by joining the board of 3Dfx Interactive, a maker of PC accelerator cards and 3-D arcade boards.

OUT WITH THE OLD & IN WITH THE NEW

What's So Different About the New PlayStation?

How can Sony supply the world with the 1 million or so PlayStations churned out each month in Japan?

Simple: design a system that's cheaper and easier to build. Last month, *EGM* reported the arrival

of a new PS model (SCPH-5500) that will increase manufacturing output by 30 percent.

It should be stressed that the PlayStation's compatibility or functionality remains unaffected with this new model—meaning

that Japanese systems can't play U.S. games and vice versa.

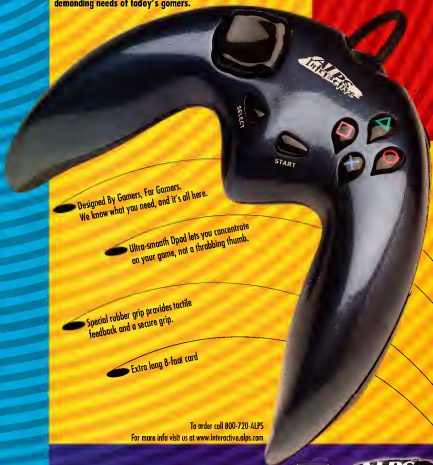
Still, *EGM* remained curious to see how Sony improved on the PS design—some major changes are described above.

(Continued on Page 26)

DESTROY them with **STYLE**

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Galaxian

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REMEMBER WHY YOU STARTED PLAYING VIDEO GAMES IN THE FIRST PLACE?

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ANIME SHEDS LIGHT ON SF STORY

What were Ken, Guile, Chun-Li and other familiar faces up to before they became Street Fighter legends?

The answer to that question is revealed in a series of 10 videos from Manga Entertainment called *Street Fighter II V*.

The episodes first aired in Japan as a weekly TV series, and were produced by the same makers of *Street Fighter: The Animated Movie*.

With brilliant, detailed artwork and a deep, emotional story line with multiple plots, this series looks nothing like the ordinary Saturday-morning cartoon fare.

The actual plot apparently predates all the events in the *Street Fighter* games (including Alpha). The series will show how Ken and Ryu travel the globe to



Each video will contain three episodes of the Japanese series.

meet the *Street Fighter* protagonists—such as Chun-Li, Fei Long, Sagat, Dhalsim and M. Bison, just to name a few—in a quest to hone their combat skills.

The fairly violent fighting scenes in the series hold true to the games, as characters pull off their now-famous special attacks, such as Ken and Ryu's Hadoken, and employ their familiar fighting styles.

Each video sells for \$19.95 (dubbed version) and \$24.95 (subtitled). A new video will come out each month. ■

BREAKING NEWS

SONY FORMS PS CLUB

PlayStation owners of the world, until that's what Sony hopes to do with the introduction of "PlayStation Underground."

This first-of-its-kind fan club will give system owners easy access to "news, game demos, tips, interviews, behind-the-scenes information and valuable promotions" via a CD-ROM that will be sent out to members, according to Sony.

As of press time, Sony had not yet revealed details on how to join the club or any possible fees. However, at Sony Computer Entertainment's Internet site (www.scepc.sony.com/SCEA), the company had been promoting "PlayStation Underground" with a special promotion. Those who gave the names of opponents they've beaten in PS combat received free minutes on Sony's game hint line. ■

PREVIEW

MEMORY CARDS GET FAT New PS Model Offers 360 Slots

Thanks to 3 MB of flash RAM, a new PlayStation memory card developed in Europe can hold 24 times as many saves as a regular card.

InterAct Accessories will sell a version of this memory card

OLD/NEW

(Continued from Page 22)

Most of the changes are internal, except for the output ports that have been consolidated. Also, Sony placed a metal shield over the main chips, probably to keep 'em cooler.

The significance of Sony's new PlayStation model is more important than it seems at the surface. First off, the design changes make the North American and Japanese systems more similar than before. Ostensibly, that makes it easier for Sony to adjust PS production to account for fluctuations in demand in Japan and here.

More importantly, with a cheaper-to-make PS, Sony can swallow the brunt of a system retail price cut, which has been heavily rumored—and will loom even larger come this spring. ■

So What Else Is Changed?



■ **New Cables:** The system comes supplied with a new A/V cable that plugs into the multi A/V port. You'll have to buy different cables for RF and S-Video. (These cables also work with the older PS systems.)

■ **Larger Joypads:** You may know that the PS pads in Japan were just slightly smaller than the U.S. ones. With the new system, Sony is sticking to the larger size.

■ **English Text:** The original PS in Japan labeled all the ports in Kanji. Presumably to make the system more "global," all the labeling is now done in English.



This is the 360-slot PS card new sold in Europe; a version for U.S. gamers is currently available.

for U.S. PS owners, according to the company.

An interesting feature on this card is an LED display that shows what portion of the card's memory is currently being accessed. ■



Plenty of games can claim they're good, but how many can say they're good enough to get into a hall of fame? Well,

Midway's NHL Open Ice earned the honor when the NHL put the arcade hit into the Hockey Hall of Fame in Toronto. The game, on display for visitors to use, is currently available for the PlayStation.

From big game to the big screen: **Capcom** of Japan will team up with a German film team to make a flick based on the game *BioHazard* (known as *Resident Evil* in the United States), overseas sources report. Expected to cost more than \$20 million U.S., the movie will feature monsters and new characters developed by **Capcom** via computer graphics, the sources stated.

Fans of the arcade 3-D robot fighter *Virtual On* for the Saturn, take note: **Sega** has stated that it'll sell a *Virtual On* Twin Stick peripheral, available through direct sales, 888/SEGA-SALES. This dual joystick will give Saturn players the same gameplay experience as in the arcades. A Japanese version of this dual joystick was unveiled last year.



DINOSAUR HUNTING SEASON OPENS MARCH '97



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FOR A FIGHT!



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Sometimes, you also need guts. Or a brain. Or quick feet. Other times, you need all of the above plus grenades, a shotgun and a matching pair of nine millimeters. Such is your fate when you control Lara Croft, heroine heartthrob of Tomb Raider.



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LITTLE SWIM BEFORE
SENDING OFF A PACK
OF WOLVES.



"100%, 99%, 97% - Playstation game of the year!"
Game Fan

"9.5 - Playstation game of the year!"
"Adventure game of the year!"
Ultra Game Players

"99% - Game of the year!"
PS Extreme

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A BRIGHT LIGHT
JUST BEFORE DYING.
(LUCKY STIFFS)

Lara has her sights on a few ancient artifacts, and she's not going to let anything or anybody get in her way. Alligators. Wolves. Thugs. They're all tempting fate once in Lara's path. But hey, what's a little temptation? Especially when everything looks this good. In the game, we mean. Check out Tomb Raider at www.tombraider.com.



EIDOS
INTERACTIVE



TOMB RAIDER

EGM Review Crew PICK OF THE MONTH

TOP 10

January 1997

OVERALL

PLAYSTATION

1	SF Alpha 2 By: Championship of America	9.1	
2	Tomb Raider By: Eidos	9.1	
3	Super Mario⁶⁴ By: Nintendo of America	9.5	
4	Tetris Attack By: Nintendo of America	8.3	
5	Dragon Force By: Working Designs	8.3	
6	WaveRace⁶⁴ By: Nintendo of America	9	
7	Sulkoden By: Korea of America	8.7	
8	Tekken 2 By: Namco of America	8.5	
9	Command & Conquer By: Westwood Studios	8.9	
10	Shadows O.T.E. By: LucasArts	8.3	
11	Legacy of Kain By: Activision	8.6	
12	Virtua Cop 2 By: Sega of America	8.1	
13	Die Hard Trilogy By: Fox Interactive	8.8	
14	NIGHTS By: Sega of America	8	
15	John Madden '97 By: Electronic Arts	9.1	
16	Twisted Metal 2 By: Sony Computer Entertainment	8.3	
17	Mr. Bones By: Sega of America	8.6	
18	PilotWings⁶⁴ By: Nintendo of America	8.4	
19	World Series 2 By: Sega of America	9.3	
20	DK Country 3 By: Nintendo of America	8.1	

1	Tomb Raider By: Eidos	9.1	
2	Sulkoden By: Korea of America	8.8	
3	Tekken 2 By: Namco of America	8.5	
4	Legacy of Kain By: Activision	8.6	
5	Die Hard Trilogy By: Fox Interactive	8.8	
6	John Madden '97 By: Electronic Arts	9.1	
7	Twisted Metal 2 By: Sony Computer Entertainment	8.3	
8	Jet Moto By: Sony Computer Entertainment	9.3	
9	Soviet Strike By: Electronic Arts	8.1	
10	Crash Bandicoot By: Sony Computer Entertainment	8.4	

SATURN

1	SF Alpha 2 By: Championship of America	9.1	
2	Dragon Force By: Working Designs	9	
3	Command & Conquer By: Westwood Studios	8.9	
4	Virtua Cop 2 By: Sega of America	8.1	
5	NIGHTS By: Sega of America	8	
6	Mr. Bones By: Sega of America	8.6	
7	World Series 2 By: Sega of America	9.3	
8	DecAthlete By: Sega of America	8.3	
9	Iron Storm By: Working Designs	8	
10	Dark Savior By: Sega of America	8.4	

HOW TO READ THE TOP 10 CHART

2 / **Name of Game** 9.1
Publisher's Name

Average Review Crew Score
Consecutive Months On The Chart
Last Month's Rank
Rank Number
Game System

2 / **Name of Game** 9.1
Publisher's Name

For the first time anywhere, the editors of EGM have put together a listing of the best games for the most popular systems. Our Review Crew has done the ratings, and they have been averaged into one easy-to-read score. It is also important to note that sometimes a game will get ranked higher than others with larger Review Crew scores. This is because the game is "hot," and it is one which our Review Crew is constantly playing. These lists will change every month as additional games are reviewed.

The games are ranked by individual system, and there is an overall top 20 list for all the systems. This last list will pick up any hot 16-Bit or portable game that may come out.

On the right-hand page, we have put together a list of all of the games that will be coming out in the next three months for the three major game systems. This list should be helpful for players, so that they can plan out their future game purchases. The game name and the month the title will be released was obtained from each of the game companies and is correct as of the middle of the month listed on the previous page. Please note that the release date could change due to reasons beyond our control. Watch each month's list to get the latest update.

NINTENDO⁶⁴

1	Super Mario⁶⁴ By: Nintendo of America	9.5	
2	WaveRace⁶⁴ By: Nintendo of America	9.3	
3	Shadows O.T. Empire By: LucasArts	7.9	
4	PilotWings⁶⁴ By: Nintendo of America	8.4	
5	Gretzky Hockey By: Williams	8.3	
6	MK Trilogy By: Williams	8.1	
7	Killer Instinct Gold By: Nintendo of America	6.9	

FUTURE SHOCK

NINTENDO 64

Marie Kart*	Nintendo	Feb	Act/Driving
Burn: Downfall Hunter	Acclaim	Mar	First-Person
Quon 04	Midway	Mar	First-Person
War Gods	Midway	Mar	Fighting
Blast Corps	Nintendo	Mar	Action
GoldenEye	Nintendo	Mar	Action
Tetrisphere	Nintendo	Mar	Puzzle
Mission: Impossible	Ocean	Mar	Act/Strat
Dark Fall	Vic Tokai	Apr	Fighting

PLAYSTATION

Battlesport	Acclaim	Feb	Act/Shooter
Killing Time	Acclaim	Feb	First-Person
Psychic Force	Acclaim	Feb	Fighting
Test Drive: Off-Road	Acclaim	Feb	Racing
MechWarrior II	Activision	Feb	Sim
Spider	BMG Interactive	Feb	Action
Mega Man 3	Capcom	Feb	Action
IQ4	Fox Interactive	Feb	Action
Heaven	GT Interactive	Feb	First-Person
Locus	GT Interactive	Feb	Action
Broken Helix	Konami	Feb	First-Person
Crypt Killer	Konami	Feb	Shooter
Road Rage	Konami	Feb	Sports
Ball Blazer Championship	LucasArts	Feb	Act/Sports
Herz's Adventures	LucasArts	Feb	Act/Adv
Necrodamer	Mindscape	Feb	First-Person
MDK	Playmates	Feb	Action
City of Lost Children	Pygmalion	Feb	Adventure
League of Pain	Pygmalion	Feb	Act/Sports
Ruin Hour	Pygmalion	Feb	Sports
Rally Cross	Sony Interactive	Feb	Sports
Dominate & Conquer	Westwood Studios	Feb	Strategy
Project X 2	Acclaim	Mar	Shooter
Buster Bros	Capcom	Mar	Puzzle
D&D Collection	Capcom	Mar	Act/RPG
Mega Man Battle & Chase	Capcom	Mar	Act/Racing
Battle Stagers	EA	Mar	Action
Need for Speed 2	EA	Mar	Racing
Swagman	Edios	Mar	Act/Adv
Tigerhawk	GT Interactive	Mar	Shooter
Sign of the Sun	Koe	Mar	Act/Adv
Lethal Enforcers 1 & 2	Konami	Mar	Shooter
Vandal Hearts	Konami	Mar	RPG
War Gods	Midway	Mar	Fighting
NCAA Basketball	Mindscape	Mar	Sports
Soul Blade	Namco	Mar	Fighting
Wing Commander IV	Origin	Mar	FMV/Shooter
VMX Racing	Playmates	Mar	Sports
Codename: Tenka	Pygmalion	Mar	First-Person
Sentient	Pygmalion	Mar	RPG
Thunder Truck Rally	Pygmalion	Mar	Sports
Shadowrun	ReadySoft	Mar	FMV Adv
Bushido Blade	SCE	Mar	Fighting
Road Beat Final Fury	SCE	Mar	Fighting
W4 Arms	SCE	Mar	RPG
NBA Shoot Out '97	Sony Interactive	Mar	Sports
WCW vs. the World	THQ	Mar	Sports
Grand Slam	Virgin	Mar	Sports
Nano-Tek Warrior	Virgin	Mar	Shooter
Lands of Lore	Westwood Studios	Mar	RPG
Balzac's Tomb	Acclaim	Apr	Sim
Last Rites	Acclaim	Apr	First-Person
Cyberbots	Capcom	Apr	Fighting
Marvel Super Heroes	Capcom	Apr	Fighting
Darklight Conflict	EA	Apr	Act/Combat
Syndicate Wars	EA	Apr	Act/Shooter
Bedlam	GT Interactive	Apr	Act/Adv

SATURN

Mass Destruction	BMG Interactive	Apr	Action
Cyberbots	Capcom	Apr	Fighting
Marvel Super Heroes	Capcom	Apr	Fighting
Syndicate Wars	EA	Apr	Act/Shooter
Armed	Interplay	Apr	Action
VR Baseball	Interplay	Apr	Sports
Priny and The Brain	Konami	Apr	Action
Sacred Pools	Sega Soft	Apr	FMV Adv
Albert Odyssey	Working Designs	Apr	RPG
Batkaport	Acclaim	Feb	Act/ Shooter
Killing Time	Acclaim	Feb	First-Person
Tunnel B1	Acclaim	Feb	Sim
MechWarrior II	Activision	Feb	Sim
Lumory	Alkus	Feb	RPG
Mega Man 3	Capcom	Feb	Action
NBA Live 97	EA	Feb	Sports
Soviet Strike	EA	Feb	Act/Strategy
ID4	Fox Interactive	Feb	Action
Lost Vikings	Interplay	Feb	Adventure
Herz's Adventures	LucasArts	Feb	Act/Adv
Dragon's Lair	ReadySoft	Feb	FMV Adv
Scoorch	Sega	Feb	Action
Last Rites	Acclaim	Mar	First-Person
Battle Stations	EA	Mar	Action
Swagman	Edios	Mar	Act/Adv
Virtual Pool	Interplay	Mar	Sim
Shadowrun	ReadySoft	Mar	FMV Adv
Fighters Mega Mix	Sega	Mar	Fighting
SCUD	Sega Soft	Mar	Shooter
Grand Slam	Virgin	Mar	Sports



Dooft—Williams



Spidee—BMG



SCUD—Sega of America



Spidee—BMG

Rebel Moon Rising	GT Interactive	Apr	First-Person
Ames	Interplay	Apr	Action
Crease's World of Gambling	Interplay	Apr	Sim
Geocom Max	Interplay	Apr	Act/Shooter
Hot Asphalt	Interplay	Apr	Act/Driving
VR Baseball	Interplay	Apr	Sports
Brahma Forces	Japan	Apr	First-Person/Adv
Pinky and The Brain	Konami	Apr	Action
H.O.S.T.	GMG Interactive	Apr	Shooter
QAQ	Philips	Apr	Act/Shooter
Info of the Sun	SCE	Apr	Sim

This calendar details for the next three months games. These games are subject to change without notice.



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He spent years scrapping,
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right to play in the NHL.® All
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Don't think he won't be looking
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You're a marked man. But try not to let that intimidate you. Because you have all the teams with all the starting lineups. You have advanced gameplay and artificial intelligence, with players cycling and executing powerplays just like they do in the pros. You can create your own strategy for breakouts, forechecking and offensive and defensive attacks. You'll be able to swarm the net or focus your offense around your right winger, left winger or center. You've got Icon Passing, which lets you execute give-and-goes as well as any assist leader. Of course, when you go skate to skate with the likes of Jagr, Lemieux, Hatcher, Coffey and Brodeur, there's one thing you haven't got. A prayer.



- Game consoles stronger than ever
- PlayStation upgrade in '97
- New Nintendo game system by 2000
- Chou's & Ghosts for the N64?
- Zelda on the PC
- Sega to launch record label

Wakano, Q fans, to the episode of *Quartermen*. With the onset of spring in the air and E rapidly approaching, the Q-Munn and his team of spies have devised their bullet-proof wigs and performed a stylish high dive into the vast cavity of game info that will rid us of risky Grog Linguistic growth with any. So far, and, and, the info we extracted this month is cooler than a polar bear's armpit. Q's behavior may be based on... Ah, yes, you may recall last year when "Report Analyst" proposed the decline of the video game console business, while PCs were supposed to take over the market... and guess what?... I can't believe it! Record-breaking sales of the NBA game once and for all that the console is king, and it's not just Nintendo that's celebrating. Sony dipped around 2.5 million PlayStation1s in November and December combined, and even Sega has seen a considerable sales surge of the Saturn with their new triple-pack software bundle. Although all this is not exactly breaking news to Q-followers, it just proves again what we already knew. The console has a here to stay and has a bright future ahead. Sega, Sony, etc., of course, Nintendo are all feeling warm and fuzzy because of their consoles' sales numbers and they want you to know that. And they don't want you to know is that their next, next-generation game systems are all closer than you might think.

The bigwigs at Sega are seriously contemplating marketing video game music here in the States as well as in the Land of the Rising Sun. It seems that Sega is gearing up to launch a new record label (Sega Records is one of the names being thrown around) and plan to do a big push on that division later this year. In other Sega news, Yu Suzuki and the white sharks at AM2 are currently knee deep into the development of VFS for the Saturn, which will be released in Japan around October. The game (a CD) is designed to run in conjunction with a 3-D cartridge upgrade that plugs into the port on top of the Saturn...can you say 50X? The Lockhead Martin Corporation (the company that designed Sega's Model-3 arcade architecture) is currently working on the 64-bit cart, which is based on the Real 3D chipset, LMC's upcoming 3-D accelerator for the PC. The entire package is targeted to retail for 8000 yen in Japan (about \$90 US) with 6000 yen of that for the CD and about 2500-4000 yen toward the cart. Our Q-spies report that VFS will be just a small taste of Sega's 64-bit console technology. Sega has also commissioned LMC to design a killer 64-bit game system code named Pluto. The new system, due out in early 1996, is said to offer 3-D performance that could rival (if not surpass) the Model-3 arcade board. Look for Sega to make an official announcement of the new console (along with the first look at VFS) at the upcoming Tokyo Toy Show in June.

In other hardware news, MIPS technology (the company that designs the chips for Silicon Graphics' high-dollar workstation computers) is currently working hard on the successor to the NEA. Surprisingly, this is the same hardware crew who designed the NSA, and while hearing news of their working work on a new console is no surprise, what is surprising is the target street date of the box, early 1999...we'll see if that happens. Sources close to the project claim that the new 64-bit console offers up a performance leap of mammoth proportions over the NSA...I'd buy it. Over in Japan, Nintendo is looking for a partner to develop a Super NES emulator for the PC...just imagine, you'll now be able to beat the Super NES OMC in the same time it takes to install the game on your PC...that is, if the PC game doesn't crash first.

The most interesting and hush-hush hardware info comes not from Sega or Nintendo, but from Sony. Ken Katsuzaki, Sony's top hardware guru and the man responsible for designing the PlayStation and the sound chip in the Super NES, was quoted as saying, "The true potential of the PlayStation will be shown at next year's E!" At first we assumed he was referring to some secret game Sony was working on, but we later found out that he was hiding about the new PlayStation. Dubbed the "Type C," this new PS is not the 64-bit PlayStation 2 that's been getting the headlines recently (that console is still on schedule for a 1996 release date) but rather, it's similar to the current PlayStation except with a quad-speed CD drive and an additional 1-2 megabytes of VRAM...sort of a PlayStation 1 1/2. From what we understand, Sony's original game plan for the PlayStation was to launch the console with the aforementioned faster disc and additional RAM. Only one problem stood in the way: price. A year and a half ago, a PS such as equipped would have had a retail price somewhere in the neighborhood of \$980 US, which Sony thought (rightly so) was a little too pricey. So Sony went ahead and cut corners to help drop the price, hence, the PlayStation as we know it today. That being said and the being now, the price of RAM and four-speed drive is currently low enough for the console to be priced the same as today's PS if not lower. PS Type C will play older PlayStation games along with new dedicated Type C games, the first of which is *Teleski 3*. The Japanese Type C will ship around June of 1997 and a US release should be sometime before Christmas. An upgrade cartridge that plugs into the back of regular PlayStations will ship simultaneously with Type C and should cost around 80 bucks.

The new hardware picture wouldn't be complete without including SDO, so we'll now shift gears over to the MX. Like the M2 before it, SDO claims the MX will be its generation's top gun. Our Dudes report that the M2's successor is already set: the design document stage and is actually being breathed somewhere. At the moment, the MX chip is physically huge (it can barely fit on a good-sized table), but once SDO gets all the bugs out, they'll work on reducing the size (feasible progress in the hardware biz). By all accounts, the MX is a screamer, with close to 8 million polygons booging around the screen at once. Not only can the MX produce N64/M2-type graphics effects like *Bilinear Mip Mapping* and *Edge Antialiasing*, but it can handle such esoteric realtime graphics functions like *Anisotropic Filtering*, *Phong Lighting* and *Surface Antialiasing*. The secret to the MX's ultra-high performance lies in its radical hardware architecture. Unlike all other boards it, the MX's RAM is incorporated into the same chip as the CPU and graphics processor. Set up in this manner, game information can now run at the same clock speed as the CPU (a 110 MHz Power PC 604) or the graphics processor (which is basically a 128-bit ASIC). The MX is less than a year away from completion, but SDO has already shown the technology to a famous Japanese software company who has shown interest in developing for the machine and perhaps even buying the hardware rights outright. The mystery software company is led by a certain Mr. Hirobumi Sakaguchi, but you didn't hear it from us. In M2 news, Panasonic is scheduled to show anywhere from five to 10 titles at the upcoming E' show in Atlanta at their 14,600-square booth. No word on when (or if) the unit will ship, but our best guesses say June 1997 Japan and October 1997 US.

Capcom of Japan is currently working on three separate titles for the Nintendo 64. The first title, if question is *Ghost & Ghosts 64*. The word on the street says that this new installment to one of the best action game franchises around, is shaping up to be quite the exceptional title. The game is completely 3-D and utilizes a three-screen view camera. Our Japanese game-magic, Terry Akai, reports that the game evinces the crazy look of *Mario* and has many N64 clones (*Doragon 64* and *Doberman 5* are just two examples of the countless *Mario 64* look-alikes on the way) and instead sports an older, harder look (a la *Robin Hood* and *Zelda 64*). *GIG 64* is already up and running and plays similar to *Mega 64*. Capcom is working on a 3-D Mega Man title (*Rock Man* in Japan) for the N64. From what we hear, *MM 3D* will not only play similar to *Mario 64*, but will also feature the bright, colorful look of Nintendo's analog hit epic. Look for this game sometime in 1996. The third mystery game has been identified as a hard-core, 2-D one-on-one fighter thought to be based around Capcom's famed *D&D* universe. This game is still on the drawing boards. In other news, a certain Washington-based game developer is working with Atlus on bringing Japanese N64 RPGs over to the States. Speaking of Atlus, Nintendo of Japan is talking to the Persona people about porting developing a 3-D *Megami Tensei* adventure game for the N64 based on the popular Japanese *Manga* of the same name. The big "N" has also just struck a multiyear deal with Konami. Under the agreement, Konami will develop at least 10 Nintendo 64 games over the next five years at a minimum budget of 2 million bucks each. Well, Q-fans, that's all the gaming gossip for this month. Stay by here next month where we'll split the beans on the gaming behavior of other usags, scrounge behind enemy lines once more and (hopefully) thrust at the gaming hit men who have the Q-crew in their graspers. TTFN.

-THE Q

SOUL BLADE

Soul Blade is the home version of Soul Edge, Namco's 3-D fighter that's reminiscent of the 16-Bit, 2-D fighter WeaponLord. There are 11 combatants in all (but two of them—Cervantes and Soul Edge—are Bosses). The game's moves and combos, although different from those in Tekken 2, are pretty easy to master.

KEY TO MOVES:

F	Forward	△	Weak Slash
B	Back	□	Strong Slash
U	Up	K	Kick
D	Down	G	Guard

SIEGFRIED

Spiral Attack	A, A, B
Triple Head-butt	B, B, A, B
Shoulder Charge	F, B+K
Sledge Hammer	F, F, A+B
Drop Kick	Dash, B+K
Double Lancers	DF, K, K, K
Unicorn's Charge	DF, K, K, B
Spin Kick	A+K
Brainstormer	B+K
Earth Divide	D, DF, F, B
Flapjack	D, A+G
Eagle's Flip	A, D, A
Crosscutter	B, D, A
Mortal Slaughter	DB, B, B, B
Command of the Blade	F, D, DF, B+K

TAKI

Purple Wind	A, A, D, K
Lightning Spark	F, A, B, B, B
Silent Storm	B, B, A, K
Middle Crisscross	B, A, F, K
Low Crisscross	B, A, D, K
Hunting Shadow	K, K, D, K
Assassin's Kick (Triple)	DF, K, K, K
Death Spin	D, DF, F, B
Moon Orbiter	D, DF, F, B, K
Rolling Kick	D, DF, F, K
Stalker	F, F, A+B
Haley's Comet	F, DF, D, DB, B, B
Wind of Death	D, U, B+K
Assassin's Revenge	B, A+G
Mad Circus	D, DB, B, B+G

MITSURUGI

Slice & Dice	A, A, D, A
Tiger Sweep	B, A
Sudden Wind	B, B, A, D, A
Wipe Out	B, B, A, B
Thunder Strike	F, F, B
Leg Sweeper	D, K, B
Wood Chopper	B, K, B
Phoenix Tail	F, F, A+B
Silent Step	D, DF, F
Silent Stab	D, DF, F, B
Final Strike	DF, B
Dirty Stab	B, A+G, (with weapon)
Life After Death	B, A+G, (with kick)
Cross the Styx	B, DB, D, DF, F, B+K
Sea of Madness	A+G

SOPHITIA

Silent Shadow	A, A, D, A
Silent Rage	A, A, D, K
Holy Slash	B, B, D, A
Holy Comet	B, B, D, K
Holy Step	F, D, DF
Athens Upper	F, D, DF, B
Moon Flip	DB, K
Angel's Spiral	UF, K, A
Angel's Dive	UF, K, B
Angel's Flip	UF, K, K
Kaleidoscope Kick	K, K, D, K
Paradise Kick	K, K, D, K, F, K
Heaven to Hell	B+G, D, A+B+K
Returning Madness	B, A+G
Soul Asylum	D, DF, F, A+G

SEUNG MINA

Bad Attitude	A, F, A, A
Dancing Souls	A, F, A, A, K
Sleeping Souls	A, F, A, A, D, K
Triple Wave	B, B, D, A
Skyscraper	B, B, D, A+B
Rocket Launcher	F, F, K
Moon Crusher	F, F, K, K
Earth Crusher	F, F, K, K, K
Baton Twirler	A+B, F, DF, D, DB, B
Orion Express	A+B, F, A
Star Destroyer	A+B, F, A, B
Killing Vault	UF, A+B
Crystal Cyclone	B, B, A+B
Rail Crusher	A+G
Seek and Destroy	B+G

HWANG SUNG KYUNG

Spiral Flame	A, A, D, A
Nail Driver	A, A, B
Sidewinder	DF, A, A
Edge of the Hurricane	DF, A, A, B
Trip to Death	B, B, A, D, A
Trip to Heaven	B, B, A, B
Heaven's Strike	F, F, B
Cut Grass	D, K, B
Single Jump Kick	F, F, K
Double Jump Kick	F, F, K, K
Triple Jump Kick	F, F, K, K, K
Split-U-In-2	F, F, A+B
Run & Hit	Dash+K
Foot Stamp	DF, K
Steel Explosion	B, DB, D, DF, F, B+K

VOLDO

Dark Shredder	A, B, A	Heaven's Swing	D, B
Donkey Kick	DF, K	Power Slave	D, B, B
Praying Mantis	A+B	Demon Elbow	F, F, B
Evil Bow	D, A+B	Black Masquerade	A, D, B
Leg Trap	F, F, A+B	Meat Driller & Kick	D, A, K
Kaleidoscope of Pain	F, F, A+B, K	Rat Chase & Kick	D, A, A, A, K
Deadly Rose	A+K	Blind Spin	B, A, A
Monkey Flip	F, F, A+B+G	Grave Digger	DF, A, A, A
Psycho Spin	F, F, A+B+G, K	Stomach Slicer	DF, B

U LONG

Whipping	A, A, D, A
Whiplash Low Kick	A, A, D, K
Whiplash Pain	A, A, D, K, B
Rope Skipper	DB, A
Double Stab	D, A, U, B
Drum Fire	DF, B, B, B
Air Splinter	DB, B, A
Snake Venom	F, B, B
Punisher Whip	F, F, B
Monkey Magic	D, DF, F, B
Turn Around	D, DB, B
Dragon's Elbow	D, DB, B, B
Dragon's Knuckle	D, DB, B, B, B, B
Harpoon Driller	K, D, K
Rising Dragon	K, D, A

ROCK

Wild Slash	DF, K, A
Horizontal Sweep Kick	DB, K
Buffalo's Charge	F, F, K
Axe Swings Down	F, A, A
Demolition Strike	F, A, A, B
Tidalwave	F, A, A, A
Discus Thrower	DB, A
Elephant Trunk	DF, B
The Annihilator	DF, A+G
Lumberjack	F, F, A
Tornado	F, F, A, B
Battle Axe	F, F, B
Pouncer	B, A+B
Falling Rock	D, DB, B, B+G
Devastator	F, DF, D, DB, B, A+G



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PROTOS



Here's proof that EGM brings you the first look at the newest of the new games. The following section contains everything from cut scenes to screen shots for titles in early development. Watch for updates in future Protos and more extensive coverage in upcoming Next Waves.

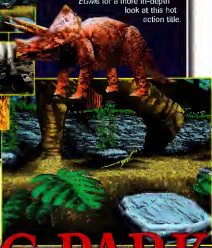
EGM EXCLUSIVE



This spring, prepare to be amazed again as the sequel to one of the biggest action movies of all time, *Jurassic Park*, hits the big screen. Around the same time, gamers will also have to prepare themselves for what will surely be one of the best-looking games of the year. Both the movie and the video game will be called *The Lost World: Jurassic Park*. This PlayStation title by DreamWorks Interactive (Sega will be releasing the

Seturn version) will showcase some amazing 3-D effects and speed. Each dinosaur was modeled with such care and precision, you'd swear that the artists were somehow able to motion-capture live ones.

You will play as a heavily armed human, or as one of the dinosaurs from the new movie (either a T-Rex, raptor or coelognathus—a small, but violent carnivore). You'll have to run through several large 3-D worlds fighting, clawing and biting your way to survival. Each character you can play as will showcase over 80 different moves and actions, making this game one of the most realistic-looking games around. Stay tuned to future EGMs for a more in-depth look at this hot action title.



PUBLISHER

Dreamworks Int.

SYSTEM



THEME

Action

RELEASE DATE

2nd Qtr. '97

PLAYERS

1

SIZE

CD-ROM

COMPLETE

N/A

The Lost World: JURASSIC PARK

"Carnage runs rampant..."

★★★★

— Next Generation

"[Kain's] plot is complex — and gory — enough to satisfy even the most die-hard RPG player."

— Electronic Gaming Monthly

"Kain is a powerful, persuasive and exciting new character..."

— Game Informer

"the gaming equivalent of Braveheart."

— Next Generation

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Explore the carnage at www.activision.com or www.crystald.com



CITY OF LOST CHILDREN

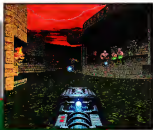
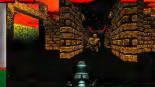
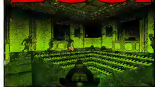
Inspired by the interesting but strange French film, *City of Lost Children* is coming to the PlayStation. When an evil scientist loses the ability to dream, he builds a tool that steals the dreams from children. Since he needs children for their dreams, he starts kidnapping them. Players control Miette, the main star of the movie, as she makes her way through the city, trying to avoid trouble. She also plans to

save all of the children captured for their dreams. The camera view is similar to *Alone in the Dark*, but it can be changed by the player as well. All of the character animation has been motion captured, and everything in the game is original renders—from the buildings to every single character in the title. Keep an eye out for this one as it nears completion.



PUBLISHER		SYSTEM	THEME	
Psychosis		 PlayStation	Adventure	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
February	1	CD-ROM	85%	

Doom 64



Astonishing is the best way to describe the graphics and the action in *Doom 64*.

Even from these preliminary screens we received from Midway, gamers are in store for a release that is destined to set the standard for first-person shooters on any home system. This title received is more than just a cross-system port, it

was ripped apart and put back together again using the hottest development tools yet to surface in any programmer's arsenal. With all of the graphical improvements on this N64 version, it is bound to revitalize what was thought to be a dying genre in video gaming. Too bad this one didn't make the pre-Christmas release date. Sales would have been through the roof. Until March, however, we all just have to wait patiently.



PUBLISHER		SYSTEM	THEME	
Midway		 NINTENDO 64	First-Person Shooter	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
March	1	64-Meg	90%	



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PROTOS



Battle Stations



With the incredible success of Electronic Arts' popular, military-themed Strike series that began on the 16-Bit systems and moved into the 32-Bit age, it should come as no surprise that they would make another game in which you take control of some aspect of the armed forces. Their latest game, which will be made available on the PlayStation and

Saturn, is called Battle Stations. In it, you will be able to command fleets of naval ships ranging from destroyers to aircraft carriers. From the early screens *EGM* has seen so far, Battle Stations appears to have strong strategic elements. There are also action sequences in which you control a ship as you go up against an enemy vessel. The ships are made with excellent polygon graphics that show a great amount of detail. With EA's reputation of making quality games, this looks like one to watch out for.



PUBLISHER		SYSTEM	THEME	
Electronic Arts		PlayStation 	War Sim	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
March	1 or 2	CD-ROM	N/A	

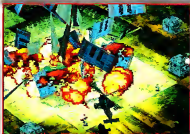
NEED FOR SPEED 2

Electronic Arts' racing title based on the knowledge of the experts from *Road & Track* returns for a second course in Need for Speed 2 for the Sony PlayStation. In this second version, players are given more courses in which to use their driving talents. It is also expected to contain updated versions of the exotic cars seeing that many from the first release



are no longer even in production. With the fandom that Need for Speed created for itself with its realistic control and car movements, it's no wonder this one has had a tight lid on its production. We'll have more information for you as it becomes available to *EGM*.

SYSTEM	RELEASE DATE
PlayStation 	March
	Racing
PUBLISHER	SIZE
Electronic Arts	CD-ROM
PLAYERS	% DONE
1 or 2	N/A



Saturn owners who are jealous of Electronic Arts' game, Soviet Strike—coming to the PlayStation—can rest easy. The latest chapter in the Strike series is coming to Sega's machine. In the game, you pilot a helicopter in an isometric view, carrying out missions and destroying the enemy. The game features excellent graphics and photorealistic terrain to fly over and destroy.



Soviet Strike

PUBLISHER		SYSTEM	THEME	
Electronic Arts		PlayStation 	Action	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
February	1	CD-ROM	100%	

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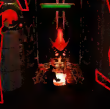
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Next Generation

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PSX 1996 Holiday Buyer's Guide

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Greg Off, Editor in Chief, PS Extreme

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3D realism and the moves really appealing"
Electronic Gaming Monthly

"Years from now when action/fighting games
advance to a higher level, I feel gamers will look
back to find this game at their roots"
Electronic Gaming Monthly

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Intelligent Gamer

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Lawrence Neves, Senior Editor, Game Pro

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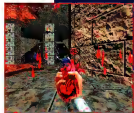
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PROTOS



The latest 3-D shooter is coming to the PlayStation courtesy of GT Interactive. In it, you play an ex-Navy Seal who has been thrown in jail after a bit of a "misunderstanding." You have been offered a chance to clear your name, if you can destroy a stolen laser satellite and rescue a space shuttle full of astronauts who have been hijacked by an evil terrorist. The game plays like an advanced version of the computer hit, Duke Nukem 3D. In Shadow Warrior, you can occasionally take

control of vehicles including tanks and boats. There are even such unique vehicles as bulldozers and forklifts. Your character will be able to perform a variety of actions like jumping, flying and crawling. You will also have to fight in such conditions as earthquakes and tornadoes. Perhaps the strangest feature is the ability to use your fallen foe's body parts as weapons. (That explains the heart on hero in carrying in the pictures.) While there is certainly no shortage of Doom-style games, Shadow Warrior looks like it will be able to offer a lot that is new.



PUBLISHER		SYSTEM		GENRE	
GT Interactive		PlayStation		Action	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE	
4th Qtr. '97	1 or 2		CD-ROM	N/A	

Shadow Warrior



CRYPT KILLER

First-person perspective shooting games have been a popular genre in the arcades and home with such hits as Virtua Cop and Time Crisis. Now Konami makes their mark on the genre with a campy romp through a Transylvania-esque landscape. At certain points in your journey, you'll have the choice of taking two different paths. Along the way, your guide from the spirit world will steer you in the right direction.

The game is reminiscent of another Konami gun hit, Lethal Enforcers.

The game's locales are made of 3-D polygons, but enemies and their fire are all 2-D. You'll run into some of the strangest Boss characters ever to wake from eternal slumber. With light gun(s) in hand, take on the undead John Woo style or with a friend!

PUBLISHER		SYSTEM		GENRE	
Konami		PlayStation		First-Person Shooter	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE	
February	1 or 2		CD-ROM	N/A	

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PROTOS

Heaven's Gate

Imaginative characters in a cross between Toshinden and Tekken, this spells only good things for Atlus' newest 3-D fighter called Heaven's Gate. The title features a number of new and mostly original fighters who battle in a platformed arena (Toshinden-style). The backgrounds in their 3-D splendor are enjoyable and colorful to say the least. They are clear and brightly designed even if to the point of nausea.

Control seems to be a little slow, forcing players to telegraph moves long before they actually launch from the players' sides and strike the opponent. However, considering the percent complete of this title, there still

is some time for tweaking before release.

Heaven's Gate also features a Training Mode as well as the typical Arcade Mode for one or two players. There are power-ups and special moves for the players out there who won't accept it as a fighting game without the included genre trails. Does Atlus have what it takes to make Heaven's Gate a hit? Only time will tell.



SYSTEM	RELEASE DATE
 PlayStation	2nd Qtr. '97
THEME	
Fighting	
PUBLISHER	SIZE
Atlus	CD-ROM
PLAYERS	% DONE
1 or 2	80%



TOTAL DRIVING




Total Driving features a good-sized handful of cars that can be used to race in One-player Mode as well as head-to-head Two-player Mode. The title's courses are situated in many different settings that include dirt race tracks with multiple winding and curved-banked turns as well as city-based courses where avoidance of multistoried buildings is a must.

Graphically, the title looks to be fairly detailed with accurate controls and close-to-realistic car movements for players to enjoy, as they rocket under bridges and through mountainous settings with challenges rooted in the type of setting the course is located. The only area of concern is the lack of competing cars in this demo. Besides the Two-player Mode, only one car is ever seen on the road at a time. SCE hasn't officially announced this European title, but we believe they will in the upcoming months.

PUBLISHER	SYSTEM	THEME
SCE-England	 PlayStation	Racing
RELEASE DATE	PLAYERS	SIZE
2nd Qtr. '97	1 or 2	CD-ROM
		% COMPLETE
		N/A

WING COMMANDER IV PROLOGUE



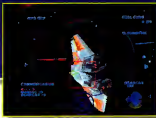
SYSTEM	RELEASE DATE
 PlayStation	March
PUBLISHER	THEME
Origin	Simulation
PLAYERS	SIZE
1	CD-ROM
	% DONE
	N/A



After the successful translation of the PC hit, Wing Commander III to the Sony PlayStation, Origin will be bringing the latest chapter in the Wing Commander saga to the 32-Bit powerhouse. Wing Commander IV, like the previous title, originated on the computers. If you have played WC3, you should be familiar with the play mechanics of part four. The game features the same fast-paced space combat of the original games, but with many enhancements to the game engine to make it

better. In order to continue the Wing Commander story, the game features extensive use of full-motion video between missions to keep the story moving along. The FMV features big-name actors to give the game a more "Hollywood" feel. Among the stars returning from WC3 are Mark Hamill (*Star Wars*) and Malcolm McDowell (*A Clockwork Orange*). Their acting talents lend a lot to the game and make you want to continue playing so that you can see more of the epic story. Fans of flight sims

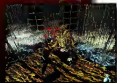
or space shooting games should be looking forward to Wing Commander IV, which should definitely be one of the best of the genre to be made available on the PlayStation.



PUBLISHER	SYSTEM	THEME
Kalisto Entertainment	 PlayStation	Action
RELEASE DATE	PLAYERS	SIZE
May	1	CD-ROM
		% COMPLETE
		60%



Nightmare Creatures gives the player a chance to play as one of the two heroes in a plot that takes them into the darkest parts of 15 different districts of London. These areas are filled with monsters and littered with more than 21 separate characters all with different types of behavior and levels of intelligence. The visuals are filled with textured 3-D landscapes that convey a frightening atmosphere through the streets of London. Note: A U.S. publisher hasn't picked up this title yet. Keep watching *EGM* for an official update.



NIGHTMARE CREATURES

PROTOS

SYSTEM NINTENDO 64	RELEASE DATE April
	THEME Fighting
PUBLISHER Vic Tokai	SIZE 66-Meg
PLAYERS 1 or 2	% EGM N/A

DARK RIFT



If there's one genre that has run rampant, it's 3-D fighting games. This, however, is not stopping Vic Tokai from releasing another contender in the fight to win gamers over. Dark Rift is the latest brawler to hit home. It takes place in a future world where you take control of one of 10 different characters in an attempt to prove yourself the top fighter. The game features full motion-capture animation that is shown at a high frame rate, resulting in incredibly realistic movement. To make the game engine as realistic as possible, you can look forward to such features as side-stepping block moves, a counter attack system that targets both the upper and lower body and a variety of grab moves. For you combo freaks, there are chain combos and combo breakers to escape from a barrage of hits. Adding a new element of strategy is the variable gravity on different planets. This will make jumping and attacking more tricky. At the end of the game, you will encounter two Bosses, who will hopefully be hidden playable characters. Dark Rift looks to be a unique fighter.



The latest in first-person shooters from GT Interactive is also possibly one of the most gruesome titles yet to hit the PlayStation market. You start your adventure armed only with a pitchfork which is perfect for tenderizing your enemies. Later, you can trade up for more devastating weaponry that include aerosol cans with a handy lighter for a flame attack, flare dolls, voodoo dolls and more.

The levels are filled with plenty of interactive devices like overhead bridges and windows that can be fired out of and into other rooms. The enemies sport their own highly developed AI that allows them to use objects for cover and duck behind them when the carnage gets to be too much to handle. Or they can opt to chase you down and hunt you unmercifully until you no longer can fight them off and die a simulated painful death. Obviously Blood is a different approach to the first-person shooter title.



PUBLISHER GT Interactive	SYSTEM  PlayStation	THEME First-Person Shooter
RELEASE DATE 4th Qtr. '97	PLAYERS 1	SIZE CD-ROM
		% COMPLETE 60%



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"THE DARK SIDE OF HOME ALONE."
—EGM

"VERY DARK... ARE YOU READY FOR IT?"
—P.S.X.

"THIS HEART-STOPPING RPG KEEPS
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—GAMEPRO



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REVIEW CREW

The Review Crew rates each game in 5 overall categories: visuals, sound, playability and replay value. The averages of the four members' scores are listed at the bottom of the reviews. These averages are independent of the overall scores, which are displayed behind each review and based on how the games compare to other titles on the same system.

THE RATING SCALES

- | | |
|----------------------|-------------------|
| 10-Perfect | 5-Average |
| 9-Virtually flawless | 4-Sent first |
| 8-Splendid | 3-Trite-waster |
| 7-Worthy | 2-Don't even rent |
| 6-Good, not great | 1-Flunk it |



SHAWN SMITH

CURRENT FAVORITES

Mario Kart 64
Dragon Force
Command & Conquer

Shawn has been getting a hecking for some strategy games as of late, and his appetite has been taken care of. Besides this, he's been taking some classes to become a weather person.



DAN HSU

CURRENT FAVORITES

Dragon Force
Mario Kart 64
Guardian Heroes

This past 4 mos, Dan was so excited about the Sega special (VZ, VC, Daytona Bros) he got a second Saturn. He already has all the systems at work. Now he can play Dragon Force 24/7.



CRISPIN BOYER

CURRENT FAVORITES

Command & Conquer
Shadows of the Empire
Dark Saviour

This was a little overshadowed by all the Star Wars games he's played this month. Sure, he's a big-time Star Wars fan, but doesn't enough of enough still, he's jaded up to see the re-released films.



SUSHI-X

CURRENT FAVORITES

Big Of Donuts
Tomb Raider
Command & Conquer

Sushi's been in high gear since bringing back the Street Fighter files for N64, so he's off to Japan again. Now that he's gone, the rest of us can enjoy the vending machines again!

EDITOR'S CHOICE

Silver Awards are granted to games with a total average score of eight, while games that average nine or above receive Gold Awards.

SATURN

COMMAND & CONQUER

WESTWOOD STUDIO



GAME OF THE MONTH

CATEGORY: STRATEGY

BACK-UP: SYSTEM/CARTRIDGE

BEST FEATURE: SIMPLE INTERFACE

WORST FEATURE: TINY SPRITES

ALSO TRY: DRAGON FORCE

I remember this one from the PC a while back. I'm glad to say that I like this one just as much if not more. The soldier graphics are small but extremely detailed, and the buildings are fine. The music gets a little repetitive, but the sound effects are perfect. Those enemy screams get better with each kill. Plus, there are many different options within the game like all the different types of buildings and soldiers you can construct. I also like the option of sending engineers inside the enemy compounds and taking them out. And this is only the tip of the iceberg—this has the qualities of a classic. Light from start to finish.

On the PC side, C&C would've been a big hit with me had it not been for the superior Warcraft II. But looking at C&C by itself, it is an excellent example of how to create a fun, non-threatening real-time strategy game. The Saturn port is dead-on. I could find very little wrong in the translation. As for the game itself, I wished that the units could've been made a bit larger (Westwood should've made a special enhanced Saturn version). That aside, C&C offers gamers the technique of an excellent strategy game, combined with the excitement of an action hit. This is no boring turn-based too-many-details strategy game!

No other strategy game on the Saturn is easier to get into than C&C. You can learn its interface in under five minutes, and from that moment on, the game is every bit as fun and addictive as the Saturn's reigning strategy-game king, Dragon Force. Mission variety is C&C's best feature. There are more than 30 missions altogether, and they vary from simple search-and-destroy outings to rescue and assassination attempts. You can even choose whether you want to be the good guys or the bad. The game's graphics, although adequate, are its only downside. The soldiers are so tiny that it's hard to differentiate the troop types.

Command & Conquer is a wonderfully done strategy game! Its simple interface really allowed me to get involved with the action far more than I had expected. While not as complex as Dragon Force, it has enough variety to keep you coming back for more. I would have liked to have seen a few more features or modes of play for my little people, like calling for a napsin strike, nuclear weapons or a Kamikaze Mode (Cowabunga!), but other than improving, I had tons of fun anyway. The nicest thing about a solid title like this is dreaming of the things that'll be in the sequel. Don't forget to send in the letters...

VISUALS	SOUND	PLAYABILITY	REPLAY VALUE
7	8	9	7

N64

KILLER INSTINCT GOLD

NINTENDO



CATEGORY: FIGHTING

BACK-UP: NONE

BEST FEATURE: GRAPHICS

WORST FEATURE: SILLY COMBO SYSTEM

ALSO TRY: MK TRIOLOGY

Wow! I've been waiting to play a fighter that really comes close to the arcade version. Sure, Street Fighter and MK have been on the other systems, but the graphics in Killer Instinct are rendered (even though it's a 2-D fighter, so to speak) I've never been a big fan of the Killer series, and this version hasn't convinced me, but KI Gold is impressive. The sound is flawless and, as said, the graphics are near-flawless. For a guy like me who enjoys getting row on a fighter (instead of the memorization-type moves), the Training Mode in this one gives me a chance to practice and learn the special combos.

The first Killer Instinct was fun. It was a fresh, good-looking game, but that novelty wore off when KIZ (which is what KI Gold basically is) debuted. Now, I will admit that I like KI Gold's graphics (the backgrounds are sharp) and its unique use of the power meter, but I just can't get into this game. It doesn't take genuine skill to play like SF games, and you spend too much time blocking in order to set up attacks. It also didn't help that Chief Thunder was left out (he's my favorite KI character). KI Gold is a commendable effort, but it's a style of game that could turn you off just as easily as it turns you on.

If you're a fan of KIZ, you'll be real excited about this ultra-deluxe N64 version. The hi-res graphics—particularly the 3-D backgrounds—are incredibly sharp and much improved over KIZ's visuals. Combat itself is also true to the arcade game, with all the massive combos intact. Trouble is, I'm not a huge fan of KIZ. I just don't think the game is as fun—or demands as much skill—as SF42 or even the MK games. It just has you memorizing pattern after pattern, and you can do pretty well if you go crazy on the buttons. Still, KI Gold does pack a comprehensive Training Mode for KI neophytes. It controls just fine with the N64 pad, too.

All KIZ fans will flock to the stores for this title, but someone can have my reserved copy. I won't be picking it up. I absolutely loved the Practice Mode, and how it walks you through the various fighting engine techniques, but the game itself is sub-standard. You spend all your time blocking your opponent's wild attacks. To make matters worse, the techniques are not intuitive. The graphics are good for some characters, but laughable for others. The KI Gold music is not even comparable to the KIZ's music. Unfortunately, this IS an excellent translation of the KIZ arcade game. Still, any KI regulator should check this title out.

VISUALS	SOUND	PLAYABILITY	REPLAY VALUE
8	8	4	8

N64

STAR WARS:
SHADOWS OF THE EMPIRE

NINTENDO



CATEGORY: ACTION

BACK-UP: BATTERY

BEST FEATURE: FIRST LEVEL

WORST FEATURE: LOTS O' DOOM LEVELS

ALSO TRY: NOTHING LIKE IT

I know what some of you are thinking: I gave this one a 9.0 just because it deals with Star Wars. Actually, if anything, that would make me review it more closely. *Shadows* is the coolest Star Wars game I've ever played. It's better than anything on the consoles or on the PC. The graphics are incredible with low polygon flaws. The music is the best I've heard on the N64, thus far. It's great that there are different types of levels, flying levels and racing levels—it has several games in one. Plus, each of the different levels' control is as great as the other. A deal even for \$70 or \$80.

Strange: I find myself applauding the variety put into *SoE*. But at the same time, the only level in the game that I truly enjoyed was the Snow Speeder Stage (the gem of this card). All of the—if you will—Doom levels really bored me. They didn't offer anything that I haven't experienced before, and the fog shading was panned on a tad thick. It was mildly engaging in the Asteroid and Skyhawk areas, but I found myself only wanting to reflight the snowy Battle of Hoth. Fans of the movies should check this game out; the prevalent Star Wars theme masks much of the game's shortcomings. Non-Star Wars fans need not apply.

Shadows tries to be several games in one—a first-person shooter, a flight-combat game, a driving game—and it does a pretty good job at pulling off each style of play. Of course, some levels are better than others. The first stage, which has you piloting a snowspeeder over Hoth, is outstanding and long. Like it's straight from the movie. The first-person stages, however, are less impressive. They're pretty long (one takes more than an hour to complete), but they hold few puzzles and can get a little lean on action sometimes. The hovercraft level, on the other hand, is revolutionary. *Shadows'* music and sound effects are also superb.

After all the hoopla surrounding *Shadows*, I was expecting a lot more than what was presented here. Essentially what you get is a poor first-person shooter on top of an awesome Hoth battle sequence. Let's just say the first four stages (very short) are to die for. After that, you get a mish-mash of first-person, racing and sword shooting. Probably the most irritating thing about the first-person portion is the horrid control. Dash/steer is a clumsy beast, for sure. He doesn't slide-stop, his boots won't traction and other than the Doom-style view, the views are blocked by *Diablo's* body. Too bad this happens in over half the game.

VISUALS SOUND IMAGINERY REPLAY VALUE

8 9 6 7

SATURN

SUPER PUZZLE FIGHTER

CAPCOM



CATEGORY: PUZZLE

BACK-UP: SYSTEM/CARTRIDGE

BEST FEATURE: CUTE CHARACTERS

WORST FEATURE: TOO MUCH LUCK

ALSO TRY: BAKU BAKU

Again a puzzle comes along and makes it hard for me to get my work done in a timely fashion. *Puzzle Fighter* is the perfect game for the puzzle fans who also enjoy a good puzzle game. Besides the gameplay being a whole lot of fun in both One- and Two-player Modes, the little kid versions of the various Capcom fighters is hilarious. Whoever thought kids knew how to "throw fireballs"? This game is one of those that makes it hard for a beginner to play against a pro, since the combo system can be pretty deadly, but setting the difficulty helps with that. This one, like most puzzle games, is a great game for all.

I'm as big a puzzle game geek as one gets. *Super Puzzle Fighter* is one of the better ones on the market, but it's no super star by any means. The biggest fault this game has is its unbalanced gameplay. I don't really enjoy puzzle games that allow you to dump a million garbage blocks on your opponent as easily as *SFF* lets you do. My next complaint is the all-powerful diamond piece that gives you (ahem) weak automatic combos. Now, on to the good stuff. The different SF characters are fun to watch, and their different puzzle attacks offer a hint of technique. The game is colorful and offers a light, fun time. I recommend it.

Although this packer isn't as addictive as *Baku Baku*, it's still plenty of fun. It's also not as complicated as most modern puzzle games. You can pretty much get away with not setting up massive chain combos—as long as you concentrate on matching colors and building big crystals. I like this action-oriented approach and it fits the fighting-game theme (although gamers who prefer more strategy in their puzzle games may not be too crazy about it). Still, the game demands some brainpower. You'll have to memorize the pattern of the crystal towers dropped by each character if you're going to gain an edge over opponents.

Super Puzzle Fighter II Turbo just screams for attention, whether it's cute character animations or vibrant, colorful gems. This is to distract you from the fact that this is an average puzzle game. I'm going to get some flak for this, but I found nothing interesting about this game, other than the excellent graphics and sounds. The whole game is a race to build the biggest gem, then break it and drop a screen full of courier gems on your opponent. This drain blow is nearly impossible to counter (you need to break a smaller-sized gem to do so). Yeah, also, the characters are horribly unbalanced for some strange reason. Built-in handicaps?

VISUALS SOUND IMAGINERY REPLAY VALUE

7 7 6 9

SATURN

CRIME WAVE

EIDOS



CATEGORY: ACTION

BACK-UP: SYSTEM/CARTRIDGE

BEST FEATURE: LEVEL DESIGN

WORST FEATURE: VERTIGO

ALSO TRY: NOTHING LIKE IT

At first this one reminded me of R.C. Pro-Am on steroids, but then I played for a little while and decided that it didn't have the same gameplay that Pro-Am had. I found the control slightly annoying, and finding your way around was confusing even with the map. The level design was very interesting—it was in the same style throughout, but there were some cool variations (like the highway system in the "Badlines" levels). The graphics were sharp and detailed, not blurry but very in-camera. It's a good rental and possibly even a solid buy for some. For me, *Crime Wave* is a good game but it's nothing incredible.

It's been quite a while since I've thrown down a controller in frustration. Thank you *Crime Wave* for reminding me how the idea of the game is simple, as my friend Scott Lurie calls it, "It's the APB of the '90s." The game looks like it'll be a blast to play, but several things hold it back. The vehicles are harder than heck to control, and the levels design provides poor driving conditions. These levels are multilayered and full of buildings and other cars, making a fast drive a real hassle and hurting a real pain. Had these problems been taken care of, *Crime Wave* could've scored much, much higher.

Crime Wave doesn't offer revolutionary graphics or especially innovative gameplay. It's just a fun little title that delivers plenty of arcade action. It is, however, a flawed game. Gameplay gets choppy sometimes (the screen even freezes for a split second once in a while). Control is awkward, as well. I wish your car had a brake to make power slides and high-speed turns easier. Instead, you often end up sliding into buildings and other cars. Since the game was made in Japan, cars drive on the "wrong" side of the road, which makes some getting used to. I do like *Crime Wave's* large arsenal of weapons. The cities are detailed, too.

I have one REALLY big tip for anyone who's set to play this game. Don't play or watch *Crime Wave* while standing up! This is the first game I've experienced where I felt that *Duress* might be a power-up. The control of your armored police vehicle is very touchy, and takes much getting used to, especially if you need to make sharp turns. Once you realize you need to use reverse gears often, you'll be collecting buddies in no time. I think the perspective, directly overhead, actually hurts this title dramatically, whereas a slightly 3-D perspective would have allowed the player a larger view of the actual playfield. Rent it.

VISUALS SOUND IMAGINERY REPLAY VALUE

6 6 7 5

SATURN

AREA 51

MIDWAY



CATEGORY: SHOOTING

BACK-UP: SYSTEM/CARTRIDGE

BEST FEATURE: BONUS LEVELS

WORST FEATURE: GRAPHICS

ALSO TRY: VIRTUA COP 2

Games like these are a dime a dozen. It's a below-average shooting game that did well in the arcade and will do decent on the home systems. The first thing that was obvious as soon as the game started were the graphics. They are all too often blocky and unclean. Second, the game was the same old thing time and time again. I was bored after the third or fourth play even with the bonus levels (which were a great touch, by the way). I did like the progression of levels in the game—going deeper and deeper into the base, but this didn't save the title. More than likely this is one to rent several times—or buy for \$20.

I feel light-gun games are like bubblegum. It may be fun for a short while, but it's strictly a temporary thing. Are these any light-gun games that have offered more than a week's worth of entertainment? They all become boring after beating them, and you can usually do so in a couple of hours, at most. But dollar-for-penny value aside, Area 51 is an OK game. I can't help but have fun shooting at targets on TV, regardless of game design. Area 51 is awfully short though (I beat it in a half an hour). I also didn't like that if you miss enemies, the game will just soak you past them, as if they were never there.

The Virtua Cop games have nothing to fear from Area 51. Despite the occasional ride in a jeep or a helicopter, the shooting action never got me all that excited. There's not enough variety in the enemies or weapons power-ups, either. If you were really into the arcade game, however, Area 51 won't disappoint you. Although the pre-rendered graphics—which are mostly FMV sequences—are a little grainy, they're still pretty good. And the levels pack all the snoot rooms of the arcade version, too, but the game's still too short. I only wish these STAAAR Team members would help me out instead of getting in the way all the time!

This Virtua Cop clone is certainly one for the light-gun fanatic, but no one else. Control Pad play is high-rated at best, so the light gun is required to play efficiently; it isn't slanted by this, since special controllers shouldn't be a necessity, just an enhancement. The transitions between areas is pretty smooth, with quick load times, so the game moves quickly. The average player should find a little challenge, but the title is very easy for veteran light-gun gamers—rank the difficulty! Overall, Area 51 could have benefited from additional attention to graphics and background interactivity, which keeps it only slightly above average.

VISIONS	SOUND	INGENUITY	REPLAY VALUE
4	5	5	4

SATURN

DARK SAVIOR

SEGA OF AMERICA



CATEGORY: RPG

BACK-UP: SYSTEM/CARTRIDGE

BEST FEATURE: PERSPECTIVE

WORST FEATURE: DIALOGUE

ALSO TRY: LEGEND OF OASIS

I'm a big fan of Landskalker that was on the Genesis way back when, so Dark Savior is a title that brings back a whole lot of memories since they're very similar. What makes Dark Savior even better is that it's a gigantic step up from any three-quarter perspective adventure I've seen. DS is huge (level-wise), and it has a great cast of characters. The inventory system is easy to use and most of the special attacks are awesome. The lighting system is very unique for an adventure RPG, but it works surprisingly well—the graphics could have been a bit crisper in these sequences though. This is a sure buy for those who want a solid title.

At the risk of sounding like a pop (or soda) for you non-Midwesterners commercial, Dark Savior offers a refreshing alternative to the mainstream RPGs. It's a playing experience that has to be...well, experienced. It has a three-fourth perspective, the characters are very large and the levels are huge and varied (exploring is half the fun, although sometimes you'll go through periods of inactivity because of the large level size). I did not enjoy the combat sequences at all. I felt that they were the biggest black mark on this otherwise great title. If you are an RPG/adventure game fanatic, put Dark Savior on your wish list.

This action-packed title (from the developers who created Landskalker for the Genesis) is as much a platform game as it is an RPG. It certainly has you keeping on-foot enough platforms and over enough obstacles. The 3-D, isometric graphics are detailed, and you can pan the view around your character to determine the best route through an area. Yet, you can't move the camera completely around the hero, so some leaps are hard to aim. I'm also not too keen on the battle system—which uses a step-down fighting-game engine. Fortunately, combat is intriguing, most of the game is spent exploring and solving puzzles.

Boy, Dark Savior takes me back! It's been a long time since anyone has attempted and succeeded with the 3-D action-puzzle game like this. The only improvements I would have made is to the laddered lighting sequences, which seem out of place here. The puzzles are nicely done, and the levels are very large—a big plus for games of this type. Many people will automatically categorize this game as a straight RPG, but it isn't. The problem-solving aspect is the majority feature here. To top it all off, the story is intriguing, with a mysterious enemy, and multiple plots that all converge slowly without giving away anything.

VISIONS	SOUND	INGENUITY	REPLAY VALUE
7	7	8	6

PLAYSTATION

RE-LOADED

INTERPLAY



CATEGORY: ACTION

BACK-UP: MEMORY CARD

BEST FEATURE: CHARACTERS

WORST FEATURE: DULL GAMEPLAY

ALSO TRY: LOADED

Re-Loaded is the perfect example of why SEGA's shouldn't be made. The first one wasn't perfect, but it was fun to play, if only for a short amount of time. Re-Loaded has the same type of graphics, though more blocky (which is probably attributed to the brighter landscapes opposed to the dark tunnels from before). The lighting effects are cool, but the character animation isn't all that great. So what we have is a good-looking game without much playability. The characters are cool but the little rendered cinematics are a little too weird (except for the combat girl). There are some cool features in this one but I'm disappointed overall.

Here's a simple way to explain how this sequel to Loaded is. Some aspects of the game have been marginally improved, however most have worsened. I wasn't a fan of the original and was hoping that Re-Loaded would offer more. It did offer more—more poor design, that is. Re-Loaded is much slower than its predecessor, and since it's a strict action game, that's a major bad move on the programmers' part. The movie menu drags along like an ark in tar, the shooting gets really monotonous, the graphics are drab. So what was the marginal improvement? Better level designs (with multilayered stages). Key in a sarcastic "wow."

I was hoping this game would be worlds better than last year's dull, repetitive Loaded. Instead, Re-Loaded is just another mindless action game that hurts your hands and has you jumping to play good ol' Gauntlet Re-Loaded is a very nice to its sequel. You just won't get around various maze-like environments and blast hundreds of bad guys and their very big guns. The only real improvement is in the scenery, which is now much more varied. You battle through brightly colored cities, cinema-laden fortresses and other areas that are more open than the original's locales. Control is sluggish, too—especially when you're shooting.

Playing Re-Loaded is very much like playing the original Loaded. If you liked that game, you'll love this one. The character selection isn't very big, but you should be able to find a favorite one quickly. The powers of each character varies widely, and the cut scenes are nicely done. When it comes to gameplay, however, Re-Loaded suffers from the same repetitiveness that Loaded has. Not enough different enemies, not enough power-ups and not enough variety within levels really takes a toll on a game that should have had much more. Still, if you're looking for utter carnage, Re-Loaded is a try.

VISIONS	SOUND	INGENUITY	REPLAY VALUE
6	5	4	4

Shawn

Dan

Crispin

Sushi-X

Yesterday, you were a cocky 2-D arcade shooter. Today, you totally suck.

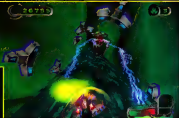


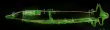
We hate to break the rude news, but you're about to be humbled. It's the 23rd century. Nano-robots are on the rampage. And you've gotta deep-six hundreds of vicious killing machines and eight virtually indestructible nano-bosses. The good news is you can run. The bad news is, in this 3-D world, you can forget about hiding in corners. At 30 FPS, it's a 32-bit firestorm of nonstop death and

destruction. Where the fighting is fast and furious enough to turn you into a certified junkie. With progressively difficult levels and an intense play environment, NanoTek Warrior offers awesome replay value. Which means just maybe, by the turn of the century, you'll be back to your same old cocky self.



NanoTek Warrior





HYDROFOIL MODE:

Approx. 100' above ocean surface 95'



SURFACE WEAPONS:

- 2.75' Strike boxing missiles
- 2.75' Slingshot heavy rockets
- 2.75' F-90 cluster munitions
- 25mm GAU-90 4 barrels rotary cannon
- 1" Stilleto salvo rockets

**A killer submarine.
A deadly hydrofoil.**

SUB-SURFACE WEAPONS:

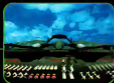
- 7cm multi-targeted pulse laser
- 1" MKT Disruptor sonic torpedo
- 6" Piranha Heavy weight torpedo
- 4" Mark-61 Thruster torpedo
- 5" Mark-62 Horn torpedo
- 6" Mark-63 Barracuda hunting torpedo



SUB-SURFACE MODE:

Hull pressure resistant to 1100 meters





2060 A.D. The Red menace has resurfaced.

The sea boils with submarines and battlecruisers, blood and oil.

The skies are dark with enemy birds.

Tigershark has been deployed.

A fully-loaded subfoil prototype.

Powered for war. Built for sea- and

land-side maneuverability.

Underwater. And over it.

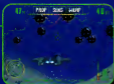
Tigershark is hungry.

The feast begins. It goes on all night.

The ultimate war machine...

COME HELL AND HIGH WATER

TIGERSHARK



PLAYSTATION

SPACE JAM

ACCLAIM



CATEGORY: SPORTS

BACK-UP: NONE

BEST FEATURE: WACKY CHARACTERS

WORST FEATURE: 16-BIT GRAPHICS

ALSO TRY: NBA JAM EXTREME

Let's start by saying that this one is meant to be more for kids than anything else. With that in mind, Space Jam is a decent basketball title. I haven't seen the movie, and I'm not sure if I'll catch it before it leaves the theatre. But since the Warner Bros. characters have such a special place in many of our hearts, playing basketball as Bugs or Elmer Fudd is something very cool to do. The game plays like NBA Jam, which is a compliment. I like the end of quarter and halftime mini-games—these add quite a bit to Space Jam overall. I'd say that if you want a simple sporty game and know that it's geared toward kids, it's a good one.

Playing Space Jam made me tired and grumpy. It's horrible! It couldn't use a few things for a higher score: a better game engine, larger graphics, better play control, more intuitive mini-games, etc. Too bad, since I love the Looney Tunes. I can't believe that this game could be even considered for release. If the game designers would've made the basketball engine run at least as well as NBA Jam's, then it would've been a blast to play. As it stands, Space Jam was very boring and couldn't be praised for an 8-bit hoops game. Plus, the players were wildly unbalanced; you'd be a fool to not pick the perfect-in-every-category Jordan.

Little kids might like this cartoony knockoff of the NBA Jam games, but I sure don't. The game's graphics are so-so—especially for a 32-bit system. The muzzies, Warner Bros. characters in the game—from Bugs Bunny to Yosemite Sam—do perform some funny animations, such as when they stink the ball with Jam-style dunks. And the weird bonus games you play between quarters are a nice touch. But the basketball game itself just isn't all that fun. It's a little on the easy side, too. If you really, really liked the film—or are looking for a way to keep two hyperactive kids busy—you might want to check out Space Jam.

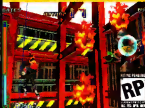
Space Jam does exactly what it sets out to do: provide a simple basketball game for young gamers. Older gamers will become quickly bored with the overly simple interface and controls. The power-up levels are not very interesting, and are certainly not required to slaughter the Monster Team. Strategy is pretty easy: Pick Mike, Bugs and Izzy, and you'll win every time. Like the typical Chicagoan chant, "Give it to Mike!" if you want to win. Younger gamers will enjoy this game and that goes highly with me, as lately most games have been geared only toward teens. Don't waste your time if Looney Tunes aren't your fanny.

VISUALS	SOUND	INGENUITY	REPLAY VALUE
4	6	5	7

PLAYSTATION

PSYCHIC FORCE

ACCLAIM



CATEGORY: FIGHTING

BACK-UP: MEMORY CARD

BEST FEATURE: ANIME INTRO

WORST FEATURE: LAME MOVES

ALSO TRY: TOSHINDEN 2

Psychic Force was pretty interesting. I know that's a little vague, but let me explain. The graphics weren't great, but they weren't all that bad either. The control was decent, but not real hard. It's a good two-player game and an "okay" one-player game. It's definitely worth playing, but buying it may not be for everyone. I'd say a rental is a safe bet for this one since it's kind of "fly." It has some good points like its neat special moves and cool anime cinematics, but then you realize that it's kind of sloppy overall and a little annoying to play in the One-Player Mode. It is a truly 3-D fighter but it's not perfect by any means.

Psychic Force redefines the 3-D fighter genre with its use of true and open three-dimensional arenas. The game looks great—smooth animations, great special attacks, etc. Unfortunately, looks are the only upside to this game. The downsides are plentiful. First off, every character (the few that are available) has the same basic moves, attacks and combos, throwing variety right out the window. Second, every fighter has a one-button projectile attack. These are extremely cheap, especially when you consider one of the characters can shoot the bullets at the press of one button. This game takes no skill to play whatsoever.

I thought this game was innovative—at least for the first few minutes I played it. The polygon combatants in this vaguely Toshinden-like fighter battle in midair in a hovering cube arena. But that's the game's only novel feature. The rest of PF, except for some nifty anime sequences, is fairly standard. Since the fighters are nearly always battling from opposite sides of the cube, they rely on fireballs and other ranged attacks rather than close combat. I've never been a fan of fireballs in regular fighting games (they're so cheap), so I'm definitely not too hip on a game that relies on them. PF needs more hand-to-hand moves.

This title could go down as one of the most disappointing of the year. The anime intro is awesome and really draws you into the characters. Then it ends, and the game starts. The gameplay suffers from Repetitive Technique Syndrome (RTS), where every character does virtually the same thing, with the exception of a couple of special attacks. While presented in 3-D, the game is still essentially a 2-D fighter. Close combat is the best way to win quickly, but most battles end up being fireball fights from the far sides, hardly award-winning. I'd rather watch the anime. Rent the anime, then this game.

VISUALS	SOUND	INGENUITY	REPLAY VALUE
5	7	6	6

PLAYSTATION

REBEL ASSAULT 2

LUCASARTS



CATEGORY: ACTION/SHOOTING

BACK-UP: MEM CARD/PASSWORD

BEST FEATURE: MOVIE SEQUENCES

WORST FEATURE: GAME ITSELF

ALSO TRY: DARK FORCES

Another Star Wars game? Usually I'd say this and be pleased, but I'm afraid to say that Rebel Assault 2 still suffers heavily from the control. The graphics are great and, although the acting can be really cheesy, the cinematics are cool. What's also cool about Rebel Assault 2 are the different types of gameplay it offers. So that brings us to the control. What's bad about it? Where should I begin? On many of the flying levels, it's important to avoid walls or obstacles. Since the control is too loose, avoiding them is next to impossible. Rebel 2 is an average game that is worth playing even if you're not a Star Wars fan, but it's not great.

OK, being a big Star Wars fan, I must admit that the Star Wars theme (the music, the ships, the characters, etc.) is what saved this game from an even lower score. But at its heart, the game is complete nonsense. You run or fly through full-motion video sequences, or pre-rendered backgrounds, shooting at objects that are not part of the scenery. Yawn. The other areas involve you maneuvering your craft around various obstacles. Snore. To make matters worse, the control of these crafts is worthless. Rebel Assault 2 is a very gimmicky, very true game that drops way short of delivering any real gaming satisfaction.

RA2, like its prequel, packs one heck of a cool movie. Unfortunately, as a game, it ain't all that great. The game sequences that are plunked between the super-sharp FMV cinematics all involve either shooting or flying, but none control it very well. In the flying levels, your ship slides around a lot, and you have to constantly fiddle with the joystick to fly in a straight line. The shooting levels aren't so bad, and you can even use a light-gun to make aiming a little easier. The entire game is a bit easy if you have 16 levels, you can play through it in no time. The incredible music and cinematics are the only reason to buy RA2.

This game gets my rental award of the month, and allow me to explain: I would like to know how unskilled LucasArts thinks we gamers are. This is the first time I sat down to play RA2, I beat it. This is a problem. I loved the cut scenes, and it's a must-play for anyone who loves the movies, but you'll only need to play it once or twice. This seems to be the way FMV games are going, which isn't bad, but we need more advances in interactivity before we see a great game. The control of the ships is pretty awful, and they shake and shimmy like a car with bad alignment and no shock absorbers. Only Star Wars fans need apply.

VISUALS	SOUND	INGENUITY	REPLAY VALUE
9	9	5	4

Shawn

Dan

Crispin

Sushi-X

Proof That Demons Do Exist

In the near future, mankind has conquered dimensional travel but the door we have opened swings both ways. The peaceful city you have grown up in has become a haven for dark creatures from another world— Demons! Now it's up to you and your friends to harness the hidden power within you by entering the fantasy game known as Persona.

You awaken with incredible abilities that you will need to defeat the scores of Demon invaders and cleanse the land of their forces. Converse with them before doing battle to determine your best course of action. Fight them or enlist their aid in your mission. Either way, you are set for the fantasy adventure of a lifetime!



Special Features

- Based on the ultra-popular, mega-hit, Megami Tensei series: first time to hit US shores
- 100+ hours of pulse pounding gameplay
- Over 300 different monsters to do battle with
- Morph any member of your party into a more powerful source known as "Persona"
- Fight your way to one of many endings

Persona



Use your "Persona"



PLAYSTATION

ARCADE'S GREATEST HITS 2

MIDWAY



KIDS TO



CATEGORY: CLASSIC ARCADE

BACK-UP: MEMORY CARD

BEST FEATURE: VECTOR GAMES

WORST FEATURE: CONTROL

ALSO TRY: ARCADE HITS VOL. 1

Since I wrote the retro article last month and this month, I'm a little partial to retro titles. My main gripe with this collection is the control. Luckily gamers can use the mouse. The graphics, outside of gameplay, are well done—much cooler than the previous Williams collection. The Atari games that Williams has "covered" are perfect choices. I especially like the Interfaced Option for the vector games, this makes it really look like the arcade versions. If you don't have a mouse and don't plan on getting one, I'd say rent this one first to see if you can get used to the control, especially on Centipede and Super Breakout.

Perhaps it's my old age (at 24). Perhaps I used to be a better gamer. These games seem a bit more difficult than they used to be when I was a child! Part of that is due to the controls: no roller balls for Centipede and Missile Command, no paddles for Tempest and Breakout. That aside, this compilation is a required addition to any retro-gaming fanatic's library. After all, these are the classics of the classics. I would find it hard, however, to recommend this disc to anyone else. None of these games really excite me, and I doubt they are going to excite you. But it wouldn't hurt to pick this title up, as these games are hard to find.

What we have here are six great arcade games and four bad control schemes. Dirty Asteroids and Battlezone control okay with a joystick, since the others—back in their arcade days—relied on trackballs or paddle controllers as their input devices. Consequently, it's frustratingly hard to play Super Breakout, Tempest and—to a lesser extent—Missile Command and Centipede with the joystick. Fortunately, you can use the mouse or analog stick to improve control (although I don't recommend buying the pricey peripherals just to play these games). I especially like the bookending, interview-packed documentary.

Oh! I must admit that these are perfect translations of classic games, so if that's all you're after, add a couple of points to this score. Unfortunately, without a trackball or paddle controller to run Centipede, Super Breakout, Tempest and Missile Command, prepare to die quickly. Battlezone can be adapted to with a pad, and there exists a special dual-stick controller that works perfectly with it. Asteroids works well as is, and needs no special accessories, so maybe that will rent highly in your book. Also, the multimedia showcase is very well done. Take great care when looking at AGHZ, and try before you buy.

VISUALS	SOUND	INGENUITY	REPLAY VALUE
7	6	7	7

PLAYSTATION

DARK FORCES

LUCASARTS



TEEN



CATEGORY: SHOOTER

BACK-UP: MEM CARD/PASSWORD

BEST FEATURE: STAR WARS THEME

WORST FEATURE: SLOW AND UGLY

ALSO TRY: REBEL ASSAULT 2

Pardon me for saying this, but I was very disappointed with Dark Forces. I know, I know—it's a Star Wars game, but I couldn't help but remember Dark Forces on the PC. Of course, let's look at a game that's a better comparison: Final Doom on the PS. This one is smoother than Dark Forces. The game concept is incredible and the missions are great. The game really made me feel like I was a rebel shooting my way through various Imperial bases. The graphics could've been a bit sharper, but then the frame rate would've been even worse. If you're a diehard Star Wars fan then consider buying DF. If not, you may want to rent.

Sorry LucasArts, your valuable Star Wars license isn't going to save this game. First off, Doom games disgust me, as I've seen way too many of them. Dark Forces should've been one of the better ones, but it isn't. It's really choppy, and that's one thing that will kill a game in this genre (and the choppiest gets 10 times worse in first-gen). It's almost as though the designers were in a hurry to port DF over to the PlayStation, which can definitely do 3-D better than this. Oh well, I wouldn't be crazy about this game even if it were done well. It is simply an unoriginal, uninspiring attempt to milk Doom's popularity.

DF is loaded with well-designed levels and clever puzzles. Unfortunately, the graphics are so pixelated and choppy that they seriously hamper the gameplay. Just about everything in DF—from the loading screen to the often bland textures—looks bad. And the MIDI-based music sounds pure when compared to John Williams' soaring themes scores (which grant Rebel Assault 2). Control isn't so hot, either. You can't make your character walk in small steps, so trodding along a narrow ledge or near a cliff edge can be dangerous. On the bright side, the game is set in the Star Wars universe, and you'll battle familiar enemies (Boba Fett! Where?)

Uh, this is going to hurt. As a fan of the PC title, I had great expectations of the PS version. What I got was a choppy, slow, graphically challenged game with a high score on the frustration meter. I loved the problem-solving and intricate field designs, but the texture mapping was substandard. Maybe it's the PlayStation's fault? Maybe it can't handle the detail required to really render this game in its full glory? Maybe this was hastily done, especially when you take a look at other accomplishments in the 3-D genre on PlayStation? At any rate, this is a sad addition to the Star Wars saga. Give me a clon sequence!!!

VISUALS	SOUND	INGENUITY	REPLAY VALUE
4	4	4	4

PLAYSTATION

DONKEY KONG COUNTRY 3

NINTENDO



KIDS TO



CATEGORY: ACTION

BACK-UP: BATTERY

BEST FEATURE: CONTROL

WORST FEATURE: MORE OF THE SAME

ALSO TRY: ANY DKC GAME

I think I may have mentioned this before, but there are 16-bit titles that came out and make me really chuckle since they rival the 32- and 64-bit games. Donkey Kong Country 3 is one of those games. Besides the graphics being incredible, the gameplay is some of the best seen in awhile. Even after multiple plays, I liked going through and seeing some of the cool things in the level. Like playing as the elephant or avoiding the saw in the tree level. The interaction with characters was another cool feature. Owners of the Super NES should be pleased with this third installment—it's another great one to put in your library.

Before everyone starts complaining that I gave DKC3 a higher score than Shadowrun, remember that we review these games based on the system they're on. DKC3 is a great 16-bit title. When playing through the game, you can tell that some thought has been put into the level designs. Some sections take more technique to cross than the average side-scroller, yet other levels are too straightforward and linear. A little freedom and openness would've been nice. The graphics are, of course, crisp and sharp. Unfortunately, the DKC series is getting old. It doesn't offer enough new (like the old Super Mario saga did) to hold my interest.

DKC3 will neither surprise nor disappoint fans of the series. It features the ultra-sharp graphics, excellent level design, loads of secret areas and a host of animal friends that made the previous DKC games so popular. But now the graphics are even sharper (albeit not by much). Better still, control in DKC3 is perfect with none of the minor drifting and sliding problems of parts one and two. Of course, the flipside of all these DKC hand-me-downs is that DKC3 is just more of the same, making it less a sequel and more an extension of the previous titles. But then, platform game aficionados wouldn't have it any other way.

Well, what can I say? This is Donkey Kong Country and it's clean as a whistle. Nintendo has this SGL tech rolled down pat, and it shows in the vibrant levels and well-animated characters. DK3 isn't as innovative as I'd like, but it does entertain, and that's what counts anyway. This should be a great way to end the series, and will be a must-have for your collection if you've enjoyed the predecessors. Clean graphics, solid gameplay and big sounds make DK3 an all-around great title for all ages. Another great aspect, as present in the other games, is the high replay value. Get this while you can.

VISUALS	SOUND	INGENUITY	REPLAY VALUE
9	8	4	6

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TOMB RAIDER

SYSTEM: Saturn

PUBLISHER: Eidos

CHEAT SHEET

LEVEL SKIP

POWER TRIP

Pause, use the passport book and go to the "Exit to Title." Now press Z, Y, Z, Y, X, X, X, Start.

Any time during play, press Start to pause the game. Go to the last page of your passport book, "Exit to title," and press Z, Y, Z, Y, X, X, X then Start. Lara will make a groaning sound. After you hear this, press the A button. This will exit to a Statistics Screen of that level. Then you will warp to the next level!



On this screen, press Z, Y, Z, Y, X, X, X, Start for the next level.

DAYTONA USA: CCE

SYSTEM: Saturn

PUBLISHER: Sega

CHEAT SHEET

MIRROR MODE

POWER TRIP

To make the tracks backward, go to the Course Select Screen and hold the X, Y, Z buttons and then select your track with the A or C buttons. Mirror Mode will appear on the left side of the screen.

At the Course Select Screen, press and hold the X, Y and Z buttons. Then select your track with A or C. At the Course Select Screen, the words,

"Mirror Mode" will appear on the left side. You will now have backward tracks!

Eddie Vetayases
Torrance, CA



On the Course Select Screen, hold X, Y, Z and press A or C.



Mirror Mode will appear on the left side of the Car Select Screen.

CRUIS'N USA

SYSTEM: Nintendo 64

PUBLISHER: Nintendo

CHEAT SHEET

NEW VEHICLES

POWER TRIP

Highlight a car on the "Choose Car" Screen and hold the Top, Left and Bottom C buttons. The car you highlighted (except the Ferrari) will turn into a totally new vehicle!

is highlighted (it will spin around), press and hold the Top, Left and Bottom C buttons simultaneously. The vehicle you highlighted will change into a different one! You can now play the game as a police car, a jeep or even a school bus! Keep holding these and press Start to choose it.



On this screen, highlight a car and press the correct C buttons.



When you do this, the car will change into a different vehicle!



You can race across the U.S. in vehicles such as this school bus!

At the Choose Car Screen, highlight any of the cars except for the red Ferrari. The trick will not work on this car. Once any of the others

OF THE
TRICKS
TRADE

KILLER CODES

PANDEMONIUM!

—by Crystal Dynamics for PlayStation

Enter these codes on the Password Screen for the various results as shown:

EVILDEAD=Immortal enemies. They keep coming back.

TWISTEYE=Rock 'N Roll. Hold L1 and L2. Move the directional pad left or right to rotate the screen. Pull it down to center it again.

INANDOUT=Just Visiting.

It allows you to quit in mid-game as normal, but rather than go back to the Main Screen, you can carry on, or restart another, or do the same level (you must have reached more than one level). If you want to go back to the Main Screen, repeat the quit procedure on the Level Select Screen.

THETHING=Mutant Mania. Hold L2 and press the Circle button to cycle through odd shapes of your body. L2+X swaps your body back to normal.

HARDBODY=Can't Touch This. You will be invincible!

BODYSWAP=Gender Bender. Press the Triangle button to swap characters in mid-game.

OTTOFIRE=Permanent weapon. Basically, you won't lose your weapon once you get it unless you switch weapons.

VITAMINS=Life of the party. 31 lives are at your disposal.

CORONARY=Hearts plenty. You get loads of extra hearts.

TOMMYBOY=Full tilt. Finish a level and you'll get to play this!

CASHDASH=Speed greed. This is the bonus level after a normal level is finished.

BORNFREE=The world's your oyster. Go to any world you want.

Brett Schultz
Elm Grove, WI

TRICKS OF THE TRADE

KILLER INSTINCT GOLD

SYSTEM: Nintendo 64

PUBLISHER: Nintendo

KILLER CODES

BEYOND THE BEYOND

—by Sony Computer Ent.
for PlayStation

To find the hidden introduction sequence in the game, hold Up on the directional pad and Triangle at the same time at the Camelot Software logo. If you do it correctly, you will see a computer-generated sequence after the logo, showing the main character Bandore and more.

Eddie Vetsayes
Torrance, CA

CHEAT SHEET

MANY SPECIAL CODES

POWER TRIP

Here is a key for the music and stage select trick:
1-Quick Punch,
2-Medium Punch,
3-Fierce Punch,
4-Quick Kick,
5-Medium Kick,
6-Fierce Kick,
U-Up,
D-Down

Colors Code: At the character profile demo, press Z, B, A, Z, A, L. You'll hear, "Welcome." You can now choose the gold, shadow, etc. colors.

Gargos Code: At the character profile demo, press Z, A, R, Z, A, B. You'll hear Gargos laugh. Now he is selectable as

SABREWOLF



On the Character Profile Demo Screen, do the button sequence.



One of the codes will make Gargos a playable character!

a normal character.

Random Select: Hold Up and press Start at the Character Selection Screen.

Music and Stage Select: In a two-player game, the first person will choose the stage and the second person will choose the music. Hold the buttons accordingly for the results:

Sabrewulf's Lair—U+1
Maya's Jungle—U+2

Glacius' Crash Site—U+3
Tusk's Stone Henge—U+4
Fulgore's Museum—U+5
Orchid's Helipad—U+6
Jago's Bridge—D+1
Gargos' Castle—D+2
Combo's Street—D+3
Kim Wu's Dojo—D+4
Spinal's Ship—D+5
Sky Stage—D+5 (Both players must press them)

Brandon Ferguson
Frankfort, IN



What you get to do. Shoot with gun, shoot with D-pad, shoot with D-pad and partner, shoot with gun and partner, sho

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STREET RACER

SYSTEM: PlayStation PUBLISHER: Ubi Soft

CHEAT SHEET

SECRET CUPS / OPTIONS

POWER TRIP

Go to the Options Screen and highlight the Cup Password Option. Once you do this, enter any of the codes shown below to access new options, cups and a secret character.

Access the Options Screen and then move down and highlight the Cup Password Option. Enter the following passwords to get the various results:

TRAFIK: Silver Cup
NEJATI: Gold Cup
DOUGAL: Platinum Cup
TURGAY: Advanced



In the Options Screen, highlight the cup password and enter the code.



You can access higher cup levels with the other passwords.

Options/Secret Level and Character.



You'll be able to mess with the cars' sizes and shapes!



Even a new character will be at your disposal with a code!

Patrick Licklider
Fayetteville, NC

TRICKS OF THE TRADE

KILLER CODES

2XTREME

—by Sony Computer Ent. for PlayStation

These codes will give you more tricks to do in the air for each of the events.

Skateboarding: Triangle, X, Square, Circle.

Snowboarding: Triangle, Square, X, Circle.

Rollerblading: Circle, Square, X, Triangle.

Mountain Biking: X, Square, Triangle, Circle.

Eric Cheung
Henderson, NV

D-pad and gun, shoot with gun in each hand What you don't get to do Recite poetry, pick daisies, hug lovable stuffed animals

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Scud
THE DISPOSABLE ASS/SSIN

KILLER CODES

NBA JAM EXTREME

—by Acclaim
for PlayStation

Choose "Start Game" from the Main Menu Screen. When asked to keep a record, choose "Yes." Then enter any of the initials and dates for the teams as shown below to play these new characters (cycle through them with R1):

Misfit Team

1. Daren Smith: MSS 10/26
2. Jane Bradley: JHG 8/26
3. Scott Ferras: DJP 6/29
4. Mike Spendlowe: JCS 12/8
5. Cowboy: TVC 10/3
6. Richito: RTS 2/25

Smiley Team

1. Pirate Bill: SAL 2/2
2. Mr. Happy: MJT 3/22
3. Dufus the Clown: GRR 6/19
4. Three Feet Under: TOD 4/17
5. Mr. Unhappy: GEM 11/3
6. Oooh!: JH 1/26

Invisible Team

1. Gary Rowberry: WHO 1/1
2. The Brain: BCS 1/7
3. Monkey Boy: PJP 11/2
4. Howie: BCE 7/10
5. Jim Jung: JKJ 12/13
6. Huh?: CBR 6/25

Celebrity Team

1. Junior Seau: JR 6/1
2. John Elway: WAY 8/30
3. Frank Thomas: BIG 12/6
4. Marv Albert: MRV 12/31
5. Newt Gingrich: NEW 8/12
6. Samoa: TVH 8/8

Special Sports Team

1. Cheryl Swoopes: SWO 1/1
2. Rebecca Lobo: LOB 7/4
3. Carol Blazejowski: BLZ 3/1
4. Bob Lanier: LAN 9/10
5. Air Nick: ARN 5/18
6. George Garvin: ICE 4/27

STAR GLADIATOR

SYSTEM: PlayStation

PUBLISHER: Capcom

CHEAT SHEET

HEAD AND FEET CODE

POWER TRIP

When doing this code, you must hold the buttons before each round for it to work every time.

This code will allow your character to have a big head and big feet! After choosing your character, press and hold Right, Start, Circle and Square simultaneously. Hold them until the round begins and you'll get a strange character! Doing the same code, but holding Left instead will give you a shrunken head.



Hold the specific buttons before each round for a strange player!

MORTAL KOMBAT TRILOGY

SYSTEM: Nintendo 64

PUBLISHER: Williams Ent.

CHEAT SHEET

FREE PLAY

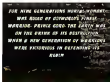
POWER TRIP

At the Story Screen, enter this code very quickly: Up, Up, Right, Right, Left, Left, Down, Down. You will hear a sound confirming the trick worked. Your credits will now be on Free Play!

To access the Free Play Mode, go to the Story Screen and quickly enter Up, Up, Right, Right, Left, Left, Down.

Down. You'll hear a sound. If you lose, your credits will now be on Free Play!

—via the Internet



On the Story Screen, enter the code with the directional pad.



After losing a match, your credits will be on Free Play Model.

POWER MOVE PRO WRESTLING

SYSTEM: PlayStation

PUBLISHER: Activision

CHEAT SHEET

THREE HIDDEN PLAYERS

POWER TRIP

On the Title Screen, press the buttons in the exact order as shown. You will hear a bell for each code you do correctly. At the Player Selection Screen, choose the new players.

Circle, Right, Triangle, Up, Square, Left, X, Down, X, Down, Square, Left, Triangle, Up, Circle, Right, Select. Then press Select again on Commandant on the Player Select Screen. For Gorgon (the Ring Announcer), enter L1, L1, L2, R2, R1, Triangle, Down, X, Up, Select. Then press Select again on Orange from the Player Select Screen. To play as Sallie (the Referee), enter Up, Down, Left, Right, Triangle, X, Square, Circle, L1, R1, L2, R2, Select. Then press Select again on El Tumbador from the Player Select Screen.

Chris A. English
White Plains, NY



At the Title Screen, enter any of the codes and press Select.



After hearing a bell, go to this screen to choose the new guys.

WAYNE GRETZKY'S 3D HOCKEY

SYSTEM: **Nintendo 64** PUBLISHER: **Williams Ent.**

Here are the many tricks for this game: **Logo View:** Press any button (except Start) on the Attract Screens to view logos, records and credits.

Instant Start as Gretzky: Press any button at the same time you press Start on the Title Screen.

After pausing the game, go into the Options Screen and press the following combinations for various results:

Head Scale: Bottom C button + R button.

Body Scale: Left C button + R button.

Y Scale: Top C button + R button.

By combining these with multiple button presses, you can create wacky players! The announcer will sound funny too.



You can change the "Specials" that appear at the bottom.

KILLER CODES

SPACE JAM

—by Acclaim
for PlayStation
Cheat Menu

On the Options Menu, hold all four triggers and press X over Game Options. Full Cheat Menu will appear.

Additional Cheats

Win the Intergalactic Tournament on Hard, then go to Speedy's Space Race in any Game Mode. Ships will be chosen at random (secret and normal). This feature will continue to function until the PS is reset.

If you get a flawless score in Speedy's Space Race, you get Infinite Turbo the next quarter.

If you "flawless" your opponent in the Shoot Out (his score = 0), you make every basket; you shoot the next quarter.

NBA HANG TIME

—by Williams Entertainment
for Nintendo 64
VS. Numeric Codes

- 025 - Baby Mode
 - 049 - No Music
 - 111 - Tournament Mode
 - 120 - Fast Passing
 - 273 - Stealth Turbo
 - 284 - Max Speed
 - 390 - No Pushing
 - 461 - Mex Turbo
 - 552 - Hyper Speed
 - 616 - Max Blocking
 - 709 - Quick Hands
 - 802 - Max Power
 - 937 - Goal Tending
- VS. Joypad Codes**
- No DnK - Hold Down when entering a matchup, then when in the matchup, Shoot, then Turbo.
 - ABA - Hold Right when entering matchup. Still holding it, hit Shoot, Turbo, Pass.



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TRICKMAN TERRY'S REFERENCE GUIDE



Issue #85	
Fight: Wonder P-FITX	PS
Battle Arena Toshinden Remix	SAT
Duel-A-Move 2	PS
Guardian Heroes	SAT
King of Fighters '95	SAT
Night Warriors	SAT
Pocahontas	GEN

FD'ed	
Resident Evil	PS
Return Fire	PS
Slam 'N Jam '95	PS
Solar Eclipse	SAT
Street Fighter Alpha 2	ARC
Super Mario RPG	SNES
VectorMan	DCN

Issue #86	
Battle Arena Toshinden 2	PS
Duel-A-Move 2	PS
Outrage: Slave	SNES
Cyberspeed	PS
Dodkey Kong Country 2	SNES
GEK	PS
Iron Storm	SAT
Jumping Flash!	PS

Need For Speed	
NFL Quarterback Club '96	SAT
Shreklock	PS
Slam 'N Jam '96	PS
Street Fighter Alpha	PS
Triple Play '97	PS
Ultimate Mortal Kombat 3	PS
V-Fence	PS

Issue #87	
Blackforce	DCN
Clockwork Knight 2	SAT
Golden Axe: The Duel	SAT
Gun Grifflon	SAT
Gunship	PS
International Truck and Field	PS
Need For Speed	PS

PlotWings 64	
Resident Evil	PS
Skeleton Warriors	PS
Super Mario 64	N64
Terra Attack	SNES
Ultimate Mortal Kombat 3	SAT
Warren	PS

This guide is a reference to all of the game codes listed within the last six months of EGM. Note: This does not include Game Shark codes or any other codes that use a peripheral attachment. (Look for the update in next month's Tricks of the Trade!)

Issue #88	
Bogey: Dead 4	PS
DocAthlete	SAT
Demont	PS
Die Hard Trilogy	PS
Earthworm Jim 2	S-T
Game Guru	3DO
Gun Grifflon	S-T
The Hive	PS
Lucrebino 3-D	PS
Namco Museum Vol. 1	PS

Namco Museum Vol. 2	
Need For Speed	SAT
PlotWings 64	N64
Robo Pil	PS
SimCity 2000	PS
Skeleton Warriors	PS
Skeleton Warriors	SAT
Starblaze Alpha	PS
Super Mario 64	N64
Terra Attack	SNES
Virtual Fighter Kids	SAT

Issue #89	
Battle Arena Toshinden USA	PS
Best Chamber	PS
Bogey: Dead 5	PS
DocAthlete	SAT
Final Doom	PS
Guardian Heroes	SAT
King of Fighters	PS
Madden NFL '97	PS

Mortal Kombat Trilogy	
Mortal Kombat Trilogy	PS
NFL Quarterback Club '97	PS
Project Overkill	PS
Street Fighter Alpha 2	PS
Street Fighter Alpha 2	SAT
Time Commando	PS
Tokyo Highway 0716	PS
Virtual Fighter Kids	SAT

Issue #90	
Battle Arena Toshinden USA	SAT
DocAthlete	SAT
Die Hard Trilogy	PS
Gun Grifflon	SAT
Gunship	PS
Loaded	SAT
Michelin's Head	PS
Nator Teen Grand Prix	PS
Namco Museum Vol. 2	PS
NFL Quarterback Club '97	SAT
NFL Powerplay '92	SAT

PlotWings 64	
Project Overkill	PS
Star Gladiator	PS
Street Fighter Alpha 2	SAT
Super Mario 64	N64
Take Commando	PS
Total No. 1	PS
Tomb Raider	PS
Triple Play '97	PS
Turbo Out Run 2	PS
Wave Race 64	N64
WipeOut XL	PS

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CHEAT SHEET

RANDOM SELECTS, BIG FEET

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These tricks will give you awesome codes such as Random Selects for both teams and players, and also let you play with hilarious, huge feet for your chosen player!

For a Random Team Select, go to the Character Selection Screen and press Up and the Turbo button at the same time. To get a Random Player, press Up and Turbo again after the Random Team Select is done. To give your player very big feet, choose "Yes" when



On the Team Selection Screen, hold Up and Turbo for a random select.



Do the code on the Big Head Option to also get huge feet!

asked to keep a record. After entering any initials and dates, you will be asked if you want to turn on the Big Head Mode. Hold Right on the pad when choosing your answer to get big feet!

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TEKKEN 3 SPECIAL FEATURE



Namco's Flagship Fighter Gets New Moves, New Fighters And A Facelift

Three is seemingly the magic number for fighting games in 1997. Virtua Fighter 3 is making its way into arcades; gamers are gearing up to play a bona-fide third installment in the Street Fighter franchise; and now Namco is readying its big weapon in the war against archival Sega, Tekken 3, which looks likely to follow Namco's sequel-design philosophy of giving gamers more of the same, only better.

Although Tekken 3 is reportedly only 30 percent complete, EGM recently saw a top-secret playable version of the game.

Tekken 3 already looks like it'll be to Tekken 2 what that sequel was to the first Tekken. It features many of the same fighters and moves (as well as several new combatants), but the graphics and animation have been super-charged with a

higher polygon count and pseudo 3-D backgrounds.

The game's four-button control scheme remains unchanged, with no new Dash buttons or other added-on clutter. Tekken 3 was running on Namco's new System 12 arcade board, and not on the System 33 gear—which Namco is still tweaking—that many had expected. Specs on the board remain unknown, owing to Namco's reluctance

to release such info. Namco instead likes to let its games speak louder than tech specs. Judging by what we saw of Tekken 3, System 12 is powerful indeed (although the game doesn't look as good as Sega's VF3).

Returning fighters include Lei, Paul, Nina, Yoshimitsu, Law and King, as well as four new non-Boss brawlers, all of whom are examined later. Although we saw no sign of Jun or any of Tekken 2's Bosses, they may be Boss characters in Tekken 3. The game's story is reportedly set 20 years after events depicted in the cinemas of Tekken 2. Yet only Lei and the now-bearded Paul look any older.



Some characters have been given radical facelifts while others remain unchanged.





ENHANCED GRAPHICS

Tekken 3's higher polygon count is readily apparent. You can actually see the individual fingers of some fighters, and all wear more detailed clothing. The combat arenas (which now have pseudo-3-D backgrounds laid over flat backdrops) have been dressed up, too. New locales include a mountain dojo, a carnival and an alley.



CAPTURE THE MOMENT



NEW MOVES AND TECHNIQUES

Returning fighters in Tekken 3 still rely on many of the moves and combos they could perform in the previous installments, but now they have several new moves and throws. King and Lei, in particular, look like they've been given more throws (even their simple two-button grapples have been replaced). The fighters themselves move faster, especially when they stand up from a fall. And taunts, activated by pressing the Start button, have been added. We also saw what looked like side-step moves and possible low grabs (in addition to the regular ones). As well, 10+ hits remain.



Taunt thine enemy: A slap of the Start button puts a teasing Nina's burs in motion.

In its uphill battle to beat VF3's visuals, Namco turned to motion-capture technology to improve the animation of Tekken 3's combatants. And the results are obvious. The fighters move with a lifelike fluidity unmatched by the previous games (although VF3 still looks superior). And new animations abound, as well. Each fighter now performs a "get ready" animation before combat begins (for example, Paul cracks his gloved knuckles before a fight). The characters also strut around in new victory animations after each successful round.



NEXT STOP—NINTENDO 64?



Will Tekken 3 once again be a PlayStation-exclusive title?



Although the arcade version of Tekken 3 isn't even half complete, rumors are already flying about which console system will get the much-anticipated title. After all, just because the first two games appeared on the PlayStation doesn't mean Sony's system has a lock on Tekken 3. Rumor has it that the Nintendo 64 may be the lucky console, since Namco has always maintained that it will develop for the system most able to duplicate its arcade games. And Namco has already officially announced that it will be creating an RPG and a sports game for Nintendo's 64-Bit system, thus opening the door for Tekken 3 to come later. Of course, even if the N64 does get Tekken 3, that doesn't mean PlayStation gamers will miss out. Namco could always develop it for both platforms.



We think Xiaoyu looks better than her motion-capture model.





XIAOYU



The first of the four new fighters revealed so far, Xiaoyu boasts the most distinctive fighting style. She often adopts a low-to-the-ground stance and pummels enemies with her windmilling arms.



JIN



Our theory is that Jin is the son of Kazuya, because he both fights and looks almost exactly like Tekken 2's deceased bad boy. I guess we'll have to wait until we see Tekken 3's cinemas before we know for sure.



HWOARANG



This dude's a red-headed clone of Tekken 2's kick-happy sub-Boss Baek. Volleys of varied kicks are Hwoarang's specialty; he uses them to juggle enemies in the air or flatten them on the ground.



PAUL PHOENIX



The strongest, cheapest character in Tekken 2 returns with few changes in appearance or fighting style. He does sport a beard that makes him look older and angrier than he did in the last Iron Fist tournament.



NINA WILLIAMS



Nina's aged well—and she's learned a few new tricks. For instance, a Spinning Leg Sweep has been added to her arsenal of low attacks. Nina's long legs and variety of attacks—remain her best weapons.



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"I think it's safe to say that this could easily be the best isometric action game ever." —Die Hard Gamefan



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YOSHIMITSU



Yoshimitsu's redesign is the most dramatic among Tekken 3's old-school fighters. The cyborg's features have taken on an organic, alien look. Even his sword—now a lightsaber—is new. His fighting style isn't



MARSHALL LAW



The flipping Tekken-fan favorite returns with a couple of new outfits and many of the same moves. Even his Bruce Lee-ish appearance has remained unchanged—right down to the haircut.



LEI WULONG



Lei remains the only fighter who can kick butt while taking frequent naps. Besides his lie-down moves, he can now pull off a new, drunken throw that shakes enemies before dropping them to the ground.



KING



King finally looks like the buff, costumed professional wrestler he was supposed to be all along. Not surprisingly, he has several new throws, including one that hurls enemies against imaginary ring ropes.



THE MYSTERY MAN & THE BOSSES



As of this writing, the game is still only 30 percent complete. There is still a 10th character (mug shot on the left) to be added to the regular roster of fighters. Little is known about this strange guy with the dreadlock hair and the pierced eyebrow, but we'll keep you

posted. We still haven't learned who the normal mid-Bosses will be (or even if there will be any mid-Bosses.) However, it is known that Heihachi Mishima returns as the main bad boy in this game. He'll now be sporting grey spots and an even more menacing stature.





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STREET FIGHTER III

NEW GENERATION

Much like we'd expect, Capcom has taken its own sweet time preparing the third true installment of the Street Fighter series. Still, as time grows closer to the long-awaited release of Street Fighter III, we can't help but give away a few tidbits to pacify your hunger for knowledge. Who are the new characters? What can they do? How do they relate to the other World Warriors? How



Diehard SF fans will remember this mysterious old man in the street.



can the returning characters hope to compete? Who is returning? These are but a few of the questions that have been pouring in from around the

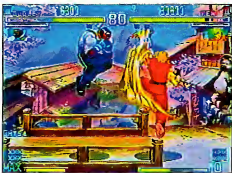
world. Now it's finally time for some answers, don't you think? First on our agenda today is to introduce you to the new challengers (oops! New Generation) in the Street Fighter universe. After some brief introductions, let's see what Street Fighter III is capable of by examining the latest game screens. You'd be surprised at what you can learn from a simple screen! Then we'll head over to the fortune-telling area where we'll look at what Capcom has been doing for the past few years. This is a great insight to what will be in Street Fighter III. If something worked in one game, it's bound to resurface in another.

For example, remember the old man who appears in Chun-Li's original



stage background? Well, he's back, and maybe he does more than watch people get clobbered this time. Anything goes, and if this upgrade is anywhere near as impressive as these very early shots suggest, 1997 will be a great year for SF fans. Last time we spoke a little about the wonderful animation, so we won't dally with that trivial bit of info. Instead, as the clock ticks faster end play-testing time approaches, we'll be right there, delivering the news as it happens. Look for our hands-on preview in an upcoming issue!

Editors' Note: In some pictures you will see six X's and occasional text (Up, Down, Left, Right). This is debug text only, and not a feature of the game.



All the new changes will leave you burning with excitement! Take a look at this detailed background. It animates as well.



The Faces of Street Fighter III

A new game means new fighters to challenge our wits and patience. Capcom has really delivered this time by reducing the returning fighters to only Ryu and Ken (Bosses are unknown as of yet). This means you'll have to face all-new blood if you want to make it to the top, hence the sub-title, "Next Generation." Note the addition of two new female fighters as well as a new robotic one!

Judging by these early looks (subject to change), poor Ryu and Ken will have their hands full this time. These new fighters are younger and more ferocious than our peaceful heroes. Whether they will be up to the task is up to you. Start practicing now on Street Fighter Alpha 2!



RYU

Ryu has gotten older and wiser in his quest to be the best fighter in the world. He has added some new punches to his arsenal of firepower. His Super Fireball causes a massive wind blast which causes his gi to ripple Cool!



KEN

Ken's rivalry with Ryu has grown, but he has a new maturity in his methods. His stylish fighting can take off energy quick, but still leaves him open for a counter. Elizabeth is no where to be seen, but that could change.



BUKI

This female ninja may have ties to the original SF ninja, Geki. Perhaps she is a daughter or relative? Her graceful attacks are quick and deadly.



YUN

The young skateboarding kung-fu king is as much a mystery now as before. His twin is never far behind him, lurking close in the background.



DUDLEY

This suave boxer packs a mean punch, including a Dragon Punch-style uppercut borrowed from the Shotokan masters Ryu and Ken.



ALEX

This decidedly military-looking muscle man has several grappling techniques to put you on the ground fast. It is as effective in the air as on the ground.



ELENA

Little is known about the jungle queen Elena, but we do know that she will become a quick favorite among gamers who crave Chun-Li-style action.



SEAN

Looks like another Shotokan character is entering the ring. Perhaps he is of some relation to Capcom's favorite wuss-boy, the ever-lame Dan.



UNKNOWN #1

This robotic character is unnamed as of press time, but he appears to carry a large arsenal of technological weapons.



UNKNOWN #2

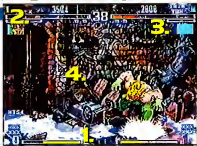
The unnamed fighter bears a striking resemblance to Dhalsim, albeit without the stretching limbs and fireballs. His attacks are limited so far.



SF III ANATOMY 101

Let's take a quick look at what we've seen so far, class! There are four important (or just cool) new changes in Street Fighter III: new Super Meter, new Super Mode Select, the Mysterious Chi Meter and the Incredible Scrolling Playfield.

These four gems will take us into the next level of Street Fighter gaming, so listen up! There will be a test coming soon (playtesting, that is), so take notes and be prepared for anything! I'll be keeping an eye on you.



1. SUPER METER

The Super Meter has been overhauled again, and now looks to use a number to indicate the level of Super Power available. Also, there is evidence of variable length Super Meters, (see picture at right) meaning some characters charge faster than others.



2. SUPER MODES

One major revision to the game engine is an all-new Super Select Mode, where you choose your Supers. Reports are sketchy at the moment, so expect more news on this as it breaks. The only indicators of this are the Roman numerals above the life bars.



3. CHI METER

Another totally mysterious bar, dubbed here as the "Chi" bar, rises and falls depending on how you attack your opponent or your defensive efficiency. When stunned, the word STUN appears in place of this bar, and it is also of varied length, so it may be tied to the other bars.



4. SCROLLING PLAYFIELD

In a surprising move, Capcom has taken to copying SNK's fighters for something new and added a changing camera view that zooms in and pans out to show more playfield as necessary. The vertical scroll is demonstrated by Yun's flip over Ken in the picture to the far right.



SF III POSSIBILITIES

Now that we've gleaned all we can from the latest update, let's spend a moment thinking about what Capcom has put the World Warriors through over the past few years. Maybe by doing this, we will get a rare glimpse into the future of Street Fighter III. Since the real Street Fighter III rumors began flying around the time of Street Fighter Alpha's release, let's start there, and work our way to the latest and greatest SF upgrade. The following list keys on the techniques added in the creation of the legend of Street Fighter.



STREET FIGHTER ALPHA

Street Fighter Alpha, or Street Fighter Zero, added two new features to the series: Chain Combos and Alpha Counters. Alpha Counters are by far the most important upgrade. They allow you to escape potential harm with a well-placed block-counter. Chain combos didn't add anything to the engine, so it's best to forget them.



STREET FIGHTER ALPHA 2

With gamers clamoring for more insane combos, Capcom stepped up and added the Custom Combo system, where you can create your own Super Combo. When used effectively, Custom Combos can be deadly, doing more damage than a Super Combo. An "Evil" Ryu made his debut here.



X-MEN VS. STREET FIGHTER

Though based more on the X-Men game engine than Street Fighter's, XMSF gave us an exaggerated look at the Street Fighter universe. The most interesting additions were Super Jumps and midair special attacks. Please note that Ken has Akuma's air fireball here!



STREET FIGHTER EX

This sleeper title promises to break new ground in the Street Fighter Legacy: 3-D! This shifting camera angles alone make this a hot title to watch for as well as play. The most significant additions are Guard Breakers, Super Cancels (Chains) and more Air Juggles. Guard Breakers will stun your opponent, right through his or her block! No more turtles!



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Hey there, fighting fanatics, this is your old pal Sushi-X coming at you with my killer guide to domestic violence. Now before you start sending me nasty letters, I want you to know that when I say domestic violence, I'm not talking about abusing your family members. Heavens no! I'm talking about the only type of domestic violence that there should be—console fighting games. In my guide, you'll see some of the best fighting games to come home recently, and what I think of them. On this page, there are four fighters that may be a little old but are still worth checking out. Finally, at the end of the article, there is a handy chart that lists some of the more important features of many of the newer games, as well as my score for them (of course, my score is the only one that matters). So after you finish reading which fighting games are hot and which ones are not, get out there and start playing.

MUST-HAVE FIGHTER

VIRTUA FIGHTER 2

The original Virtua Fighter for the Saturn was a bit of a disappointment. It seemed very rushed and couldn't compete with the PlayStation's *Toshinden*. Sega then released Virtua



Fighter 2, and it showed that the Saturn can do arcade conversions as well as the next system. The graphics and animation are practically the same as the arcade version, and the gameplay is dead-on. Now we'll just have to see if Sega can do as good of a port with Virtua Fighter 3.

MUST-HAVE FIGHTER

NIGHT WARRIORS

When it comes to 2-D fighters, Capcom is the king of the hill. One of their best fighters is *Night Warriors* for the Saturn. *Night Warriors* is the sequel to *Darkstalkers* (available on



the PlayStation), but it has more moves and playable Bosses which pushes it ahead of the original. The incredibly smooth (and often hilarious) animation and bizarre cast of characters make this game a blast to play. Next to *Street Fighter Alpha 2*, this is the best 2-D fighter on the Saturn.

MUST-HAVE FIGHTER

TEKKEN

Back in the early days of 32-Bit, the reigning 3-D fighters were Virtua Fighter and *Toshinden*. Namco announced that they were going to be bringing their arcade hit, *Tekken*, to the PlayStation. Everyone wondered

if it would be able to measure up to the arcade version. It did. In fact, in some ways it was better. *Tekken 2* may be out now, but the first one is still worth looking at, especially now that you can get it at a lower price.



MUST-HAVE FIGHTER

TOSHINDEN 2

The original Battle Arena *Toshinden* was the fighting game that sold many a PlayStation on Sept. 9, 1995. Not surprisingly, the sequel was

quick in coming. While the two games are not that much different, in gameplay, there are improved backgrounds, cool lighting effects and a few new characters who make the sequel stand out. Plus it has Vermilion, one of the coolest Bosses in fighter history.



STREET FIGHTER ALPHA 2

When you want the absolute best in 2-D fighting, pick up Street Fighter Alpha 2. This game is about as close to fighting game perfection as you can get (at least until Street Fighter III comes along). Both the Saturn and PlayStation versions are great, but the Saturn version has a few advantages



over the one for Sony's machine. The Saturn version has a few animations that are missing from the PlayStation as well as a very cool Illustrations Mode that lets you check out 100 different

Street Fighter images. Unfortunately, the Super NES version of SF Alpha 2 doesn't quite measure up, but it's okay if it's all you have.



MORTAL KOMBAT TRILOGY

Mortal Kombat junkies now have their ultimate fix. Mortal Kombat Trilogy combines all three of the MK games into one gigantic fight-fest. Even if you're not a big Mortal Kombat fan, you have to be impressed just by the sheer size of the game. Finally, all the characters, all the backgrounds, all the moves



and all the allies are together at last. Both the PlayStation and Nintendo 64 versions are great, but as you may have read in last month's MK Trilogy



feature, the PlayStation version has a slight advantage. For instance, there are more frames of animation and the Bosses are immediately playable.



SAMURAI SHODOWN IV

The Samurai Shodown series has been around for a long time. It originated on the NeoGeo, and has since made appearances on the Super NES,



Well, the series continues on the NeoGeo with its fourth instalment. This new game features a ton of characters from the other three games as well as



a few new ones. Like Samurai Shodown III, you can choose from the Slash or Bust technique. This is a pretty cool feature that basically lets you play as a good or evil version of each of the characters. Of course, since Shodown IV is only on the NeoGeo right now, the only place you're likely to see it is in your local arcade. Hopefully, it will come to other systems soon, so all can enjoy it.



STAR GLADIATOR

I know I don't need to say it, but Capcom has always been the best makers of 2-D games. Everyone was a bit shocked when they announced that they would be making their first 3-D fighter, Star Gladiator. There was no need for alarm, really. After all, it is

Capcom, how can they go wrong? As expected, Star Gladiator turned out to be a great game. The PlayStation translation of the arcade game is exact



to the original. Now that we know that Capcom can make a great 3-D fighter, we should all be getting ready for their next one, Street Fighter EX.



KING OF FIGHTERS '96

In the same fashion that *Mortal Kombat Trilogy* is the ultimate MK game, *The King of Fighters '96* is the ultimate game for fans of SNK's fighters. In it, you choose a team of three fighters to go up against another team. Fight your opponents until all three members of a team have been



defeated. You can create a team made up of fighters from the SNK universe. This includes characters from the Fatal Fury and Art of Fighting games among others. While *The King of Fighters* has



been going on for a few years now, the '96 edition is the best yet. Like *Samurai Shodown IV*, this is only on the Neo-Geo for now. Perhaps we'll be seeing it on more systems in the future.



TOBAL NO. 1

One of the strangest of the fighting games is also one of the best. *Tobal No. 1* for the PlayStation is strange mainly because of who makes it—Square. As you probably know, Square has been making some of the best RPGs in recent years. This, however, doesn't mean that they can't make a

good fighting game. It's also a rather innovative game. It is the first fighting game to feature complete freedom to move around the screen in whatever



direction you want. The graphics are hi-res and move at an ultra-smooth 60 frames per second. Although it might seem strange, it's an excellent game.

ULTIMATE MORTAL KOMBAT 3

While the legions of *Mortal Kombat* fans are playing *Mortal Kombat Trilogy* on their 32-Bit systems, those who have only 16-Bit systems might feel a bit

Ultimate MK3 includes all the features of the arcade version (with the exception of Sheeva), and it plays great. The Super NES

version has a slight advantage over the Genesis version due to the extra colors and better music. Still, if you only have a 16-Bit system, this is the best way to go.



left out. There's no need to get too upset, because while you can't play MK *Trilogy*, you can have the next best thing.

TEKKEN 2

Tekken 2 may be getting old now, but it is still the fighting game of choice around the EGM office. What makes this game so good? Well, there are tons of characters with tons of special moves. Each character has his or her own sub-Boss that you can eventually



play as. Each of the characters even has his/her own rendered ending. Even the arcade didn't have that! For the true masters, there are ultra-powerful



combos that, when learned, can cause incredible amounts of damage (or lighten up a few wallets, eh, Crispin?). With this game on our PlayStation, it's a wonder we get any work done at all.



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- Includes original Pikes Peak Hill Climb
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PEAK PERFORMANCE



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FIGHTING VIPERS

Sega has been riding high on the success of Virtua Fighter 2 for quite some time. Meanwhile, everyone has been waiting for Virtua Fighter 3. In order to tide us over, Sega released Fighting Vipers, which is a sort of strange variation of the VF series. As expected, the Saturn version is very close to the



arcade. The graphics aren't quite as smooth, but there are tons of other special effects. The characters are very bizarre, ranging from a skater kid to a



girl on in-line skates. You fight within a fenced-in area that you can interact with. If you were a fan of the VF games, give Fighting Vipers a go.



GOLDEN AXE: THE DUEL

One of the greatest series of games on the Genesis was the Golden Axe series. When the Saturn came out, everyone was hoping that the Golden Axe crew would make a 32-Bit appearance. Eventually, they did, but not in the form of a side-scrolling hack-and-slash game. Instead, the characters from the



Golden Axe games now star in a fighting game. All the main characters as well as some new ones compete one on one. You can even fight as the evil



Death Adder. One of the coolest features of the game is the magic and health power-ups you can get from elves, just like in the original game!



SUSHI'S QUICK REFERENCE FIGHTING CHART

GAME	# OF CHARACTERS	# OF HIDDEN CHARACTERS	# BOSSSES	AVG. # OF SPECIAL MOVES	# OF DIFFICULTY LEVELS	SUSHI'S REVIEW SCORE
SF ALPHA 2 (SAT)	18	5	1	7		9.0
SF ALPHA 2 (PS)	18	5	1	7	8	8.5
MK TRILOGY (PS)	37	1	2	9	5	8.5
MK TRILOGY (N64)	30	4	2	9	5	8.0
SAMURAI SHOOTDOWN IV	17	2	2	13	1	8.0
STAR GLADIATOR	9	3	1	6	8	8.0
TEKKEN 2	10	15	3	35	3	8.0
TOBAL NO. 1	8	3	3	7	3	8.0
KOF '96	27	2	2	9	1	6.5
SF ALPHA 2 (SNES)	18	0	1	7	8	6.5
ULTIMATE MK3 (SNES)	23	3	2	9	5	6.5
FIGHTING VIPERS	8	2	1	77	5	6.0
GOLDEN AXE: THE DUEL	10	0	1	6	4	6.0
IRON & BLOOD (PS)	16	4	4	10	5	6.0
TOSHINOKEN URA	11	2	2	7	8	5.0
VF KIOS	10	1	1	34	4	5.0
NINJA MASTERS	10	2	2	9	1	4.5
RAGNAGARO	8	3	4	7	1	4.5
BATTLE MONSTERS	12	0	4	15	5	3.0



they never attack in her... seen in

*"The Vanguard
of a terrifying new
level of immersive
technology."*

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had tru
order to

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sums.
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been
our

his cy
by the light

*"...by far the most addictive,
multiplayer action game
we've ever played."*

Quake's greatest addition... levels
feature some form...
while...
If you...
- PC MAGAZINE

- COMPUTER GAMING WORLD

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ever was in *Doom*, but much harder. In fact, if
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Q U A K E



Retro-

ACTIVE

Here it is—retroactive number two. What's different about this second installment? It's simple. Last month we covered retro titles that have come back from the dead—those rereleased in compilations or enhanced forms as well as originals released on new systems. Since we covered those games last month, we thought it would be interesting to cover the roots of gaming. This time, though, we're not covering the original games, instead we're covering the original systems from yesteryear. After all, this is where it all started (as far as home systems are concerned).

We got everything from the Atari 2600 to the Intellivision and most of everything in between. Due to size constraints, some systems had to be left out. There's always the possibility of more retro gaming in future issues though, so keep an eye out.

As mentioned in last month's *EGM* the history of gaming is a quick but technology-filled adventure. It didn't start all that long ago, and it has made incredible progress in that short time. You must keep in mind that the first home systems were no more than two blocks on the screen with a block that moved back and forth in between them (also known as Pong, Hockey, etc.). The controllers were mounted to the system before there were joypads with X, Y, Z, A, B, C, L and R buttons not to mention the D-pad.

Now we have antialiased technology that makes polygons look even more real than when they first appeared and controllers that are programmable—the whole thing is kind of mind-boggling.

Many of us can't help but stand in awe and wonder how technology advanced so quickly and how simple blocks that represented a dragon

Remember the olden days of gaming? It was a time of three-colored, blocky graphics with awesome synthesized sounds that rivaled a transistor radio.

turned into hundreds of texture-mapped polygons that represented the same thing. But which one is better?

Most of the technology in the Odyssey and Atari systems way back when is very primitive compared to today's. The irony is that back when those systems first appeared those who were fortunate to have them just sat there like when they saw *Star Wars* for the first time—mouth hanging open, drooling. Now we look back and have a mild chuckle.

We know there are people out there who wonder why we even bother covering retro gaming. They might say that all of the old systems are obsolete—that they suck compared to the Saturn or PlayStation. This may be true when compared to today, but the old systems have something that ideally should be obtained on any system regardless of graphics. This is gameplay. The one thing that stands out about most of the old-time games is that they were fun to play (and a little wacky at the same time).

If gamers agree, and they don't happen to still have these oldies, then the next step is to find them. This is kind of tough but hardly impossible. Keep an eye out for garage sales around town, or even better, look in local thrift shops (they do have more than funky clothes and dishes). The best way is to find them on the Web. Look for a sidebar on one of the following pages that gives some info and web addresses on sites that deal with retro gaming.





ATARI 2600

Remember this system? How could anyone forget it. This was the big one—everybody and their brother had a 2600. If you didn't have it, chances are a friend did.

There were several different types of Atari 2600s available. Some were the standard plastic casing, others featured a simulated wood cabinet. Another version came out for a



low, low price of under \$50. \$50? Well, isn't that nice?

If gamers want a huge library of games, this is where to go. With some good investigative

skills, most of the titles that came out can be found. Like the systems, these can be found on the Web as well as from thrift shops, garage sales and maybe even from aunts and uncles that have them collecting dust in the crawl-space (and those will be free...unless they don't love you).

There were quite a few cool controllers and add-ons out for the system once more games started coming out. Some of these include a Track & Field controller along with the very handy trackball. Check the accompanying sidebar on controllers for more info.



Atari

ATARI 5200

The first thing that comes to mind about the 5200 is its enormous size—it was class to the size of the Yugo when it was in its Yugoslavian glory. The cartridge were also fairly large.

However, there were different models of the 5200 available—not all were gigantic. The sleek silver and black casing really made the 5200 look like something from the future...like 1997! Like all of the other systems, this one also hooked up through the RF port of a TV.

Many of the games that were on the old 2600 came out for the 5200 and as gamers may already know, the graphics were a step up. That's right, there were 10 blocks instead of three. Actually, some of the titles on this one were literally arcade-perfect, rivaling some of the retro titles that have come out for newer systems.

The controller for the 5200 was like the Coleco, the Intellivision and the Atari Jaguar in that it had a numerical pad. Imagine a standard Atari 2600 controller somehow combined with the Coleco controller.



ATARI 7200

Ah yes, the most advanced of the Atari systems (more powerful than the Jaguar?) was released and gamers were pleased...or at least mildly pleased.

The funny thing about all of these Atari systems is that they came out pretty close to one another. It's like they were pulling a Sage or something (or should I say Sage had been pulling on Atari). This may account for the huge lull in video game sales back in the mid-'80s until the original Nintendo came out.

An interesting story is that Nintendo came to Atari with their 8-Bit Famicom system and the deal was botched at the last minute by Atari. So instead of the Nintendo 8-Bit from Atari, gamers were able to play games on the good, old 7800.

The 7800 was compatible with the 2600 (but not the 5200) which was the main reason why the 5200 didn't succeed.

Most of the games were similar to the NES but they didn't have as many colors and nothing really came close to Super Mario Bros.

After the video game crash of the end of 1983 (beginning of '04) Atari was left to single-handedly carry on with the NES in 1985. Guess what happened...I think victory speaks for itself!



Atari controllers

Of course the Atari systems weren't the only ones with various peripherals, but they did have quite a few.

Pictured here are the Trackball and the Track & Field controller. The Trackball is pretty straightforward and so is the T&F controller—not like the controllers of today with 16 buttons and an analog stick.



Finding these might be a little tricky, but it shouldn't be impossible.



ODYSSEY 2

This one is quite a relic. Everything from the big, red power button to the keyboard on the system itself screams old-school gaming. Luckily this one also had controllers so playing didn't have to rely on the keyboard only.

This one used cartridges instead of screen overlays or toggle switches which was quite impressive. They even had handles! We're talking industrial strength here.

Some of the titles for the Odyssey 2 included a board and pieces so players could not only see the game on the screen but play along with the board game as well. One of these was a stock

market game where a ticker went across the screen as players moved pieces on a board. For some reason, this just doesn't seem fun.

This Odyssey also had a voice module (similar to the Intellivoice) that made the games talk! Of course, the evil computer-generated voice haunted gamers' dreams at night. Let's be thankful that CD games feature human voices. (Although some of the acting is just as bad if not worse than any computer-generated voice I've heard.)

Some of the games available were clones of popular arcade games like Pick-a-Peak, which resembled Donkey Kong, and a Pac-Man-type clone.



Odyssey

ODYSSEY 300

Although the name may make gamers think otherwise, the Odyssey 300 came out before the Odyssey 2.

This one is very similar to the Odyssey in that the dials are on the system itself and that the games are based on Pong.

This one didn't have screen overlays though—Magnavox must have realized what a cumbersome feature they were.

The 300 had one of the most stylish cabinets around. It looked more like a vacuum cleaner than a video game system. Now that we think about it, most systems back then looked like something out of a bad sci-fi movie than anything else and that's probably why they're so darned cool.

The Odyssey 300 had three games that could be selected. These were Smash, Hockey and Handball.



Gamers who not only play games on the consoles but also have

access to the Web already know that the Internet is an incredible source of information on gaming. Although it may not always be accurate, what it is perfect for is finding those games or systems that can't be bought at local stores.

This is especially good when the games and systems players are looking for old—like 1970s and 1980s old. As mentioned, lucky gamers may find them at garage sales and thrift stores but a better way to locate the various retro games is through the World Wide Web.

The addresses listed below are only a few of the sites that feature descriptions, screen shots and ordering info on many of the games of long ago.

First up is Telegames. This site is one of the bigger ones for finding retro games. Their address is: <http://www.telegames.com>.

Next there is a smaller site (compared to Telegames) that offers a huge amount of different games, accessories and systems available to order. It may take a little longer, but gamers will get what they've been looking for. It's Ben Johnson's Classic Videogames and it can be found at: <http://www.halycan.com/benj/>.

These are only two of the sites dealing with retro games, but there are more out there. Some of the sites offer the ROMs of the old Atari games that can be downloaded to be played on the emulator for the PC. Those who may not be able to find the actual system can play the old Atari games through this emulator. It's very accurate.

Retro on the Web

ODYSSEY 500

Basically the Odyssey 500 was very much like the Odyssey 300. The difference between the two is that the 500 had three dials instead of one.

The 500 also had a different-colored casing as well as a simulated wood strip down the middle (was that cheesy simulated wood thing popular back then?).

Magnavox, the "smart, very smart" company made the Odyssey 300, 500 and the 2. There were other versions of the Odyssey. One in particular was the first Odyssey: This one used screen overlays to change "games" instead of a toggle switch.

Since the 500 was more of a family machine, the three games and three dials instead of one came in handy. The controls were on the machine itself—little dials that were difficult to use—back then that didn't matter, though. We were just pleased to be able to play Pong-esque games at home.



PROFESSIONAL ANALYSIS OF:



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Disruptor

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DINA

The picture shown here is actually the DINA system. This one was completely compatible with the Colecovision system.

Owners of this beast may have remembered all of the strange controllers and gadgets that were available. Some included the sports trackball controller (which is more complicated than the controls on a nuclear submarine) among others.

The controller for the Colecovision was a chore to use. Not only were there two buttons and a little joystick, there was a complete numerical pad, much like the one on a touch-tone telephone.



What's even better (and we say this sarcastically) is that certain games had a little numeric pad overlay for special control options. For instance, a flying game might have had a landing gear button or a flare button. Needless to say these often got lost, bent and who knows what else happened to them in the process of playing.

The games featured a decent amount of colors and cool graphics (relatively speaking).

There were plenty of games out for the Coleco. One that stands out in *EGM* editor Shawn Smith's head is *Loopz*. This one was at the arcade. Players controlled a plane that, you guessed it, did *Loopz*.

DONKEY KONG JR.

Way back when the day the idea was to convert the arcade systems so they could be played at home. As mentioned, the 5200 and 7800 Atari systems came pretty close but they were on that nice, big TV screen instead of the big cabinet like at the arcade.

Somewhere in between lies the little jobbies known as tabletops. These were scaled-down versions (way scaled-down) inspired by

arcade greats.

Some include Donkey Kong Jr., Q*Bert and Zaxxon. Even the little, yellow man himself made an appearance in a tabletop version of Pac-Man. Some more obscure tabletops were a version of Popeye

(which wasn't based on the arcade game) and Snoopy.

Instead of using actual sprites, the graphics were made with LCD (liquid crystal display). Often, there would also be a clock built into the game that you could use as an alarm. Yes, these games were both fun and functional; essentially doubling their worth.

Sure, the games may not have been exact to the arcade. In some cases, they weren't even close. They were, however, fun. The thrill of being able to take a miniature arcade cabinet over to a friend's house where you could compete to see who would get the highest score in Frogger was something that couldn't be duplicated in a home system. Heck, you could even take it to school to play during recess (they were far too big to sneak in a game during class).

Is this where the handhelds started?



INTELLIVISION

The Intellivision was a personal favorite of many *EGM* editors. This little machine sported two built-in controllers that were as comfortable as they were practical. The unique disk-shaped directional pad provided unprecedented control for the time, and the numeric keypad opened up new options previously unavailable in console gaming. The Intellivision not only had plenty of action titles, but simple role-playing games (like the D D games?), casino games (who can forget playing 7-card stud with the shifty dealer?), and many more. Even though there were a good amount of games for the Intellivision, there wasn't anything that really stood out.

The Intellivision became popular enough to where a second, equally powerful version had to be released. The Intellivision II was more compact, had longer controller cords and looked much more sophisticated and modern. Although it was the same machine at heart, it sold well.

The Intellivision ("The Intelligent Television") had its namesake to live up to. So out came the Intellivoice module. Any Intellivision game would plug into this gadget, which in turn, would plug into the main cartridge slot of the system. Any Intellivoice-compatible game would then give you speech in the game! It was an important innovation back then, as game systems did not have the capability to talk. This added a new dimension in gaming, as the CPU could tell you some of the things that were going on in the game. Important warnings in *B-17 Bomber* (the Intellivoice game that was included with the module) included, "Watch out for flak!" or "Bandit, 3 o'clock!"

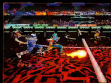


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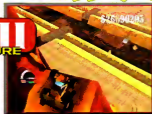
THE GREATEST FIGHTERS ON EARTH™

SHOSHINKAI

PART II SPECIAL FEATURE

Nintendo puts on one trade show a year for the Japanese gaming industry: Shoshinkai. Last year, Nintendo unveiled Mario 64, the game that single-handedly launched the Nintendo 64 in both Japan and the U.S. This year's exposition marked the unveiling of the 64 Disk Drive system, even though no games were playable on the peripheral.

Nintendo had only a handful of playable games at the show. Mario Kart 64, StarFox 64 and Blast Corps. were the three games that Nintendo was showing off in playable form. Yoshi's Island 2, the sequel to the popular Super NES action platform game,



Rare and Nintendo team up for major blasting action in Blast Corps. A nuclear conveyor is barreling its way across the country. Clear the way or the world goes KABOOM!

will remember Mother 2, which was retitled and released on the Super NES as Earthbound.

The big story of the show was definitely the 64DD and Zelda 64. It is still unclear as to whether Link will save Zelda on 64DD or on cartridge, although the storage space on the DD would certainly help to make the game bigger. The DD runs at approximately the speed of a 5.4x CD-ROM, and can hold up to 64 Megabytes of game data—eight times that of an N64 cartridge.

Making up for the lack of playable games on the 64DD were the number of titles shown by Nintendo's third-party developers for the cartridge system. Wonder Project J2 was released shortly after Shoshinkai, packed in with its



very own memory cartridge (how's that for value?). Wonder Project J2 is the sequel to one of Enix's more popular Super Famicom games. Enix also had Gol Gol Troublemakers, a platform adventure game in 2-D that uses 3-D graphics. Seta has quite a few Nintendo 64



It's been in development for a long time now, but finally the 64DD is revealed!

was shown on tape. Y12 features rendered graphics and 2-D gameplay, a major difference from the hand-drawn graphics of the first game. Kirby's Air Ride is a little further along than it was at last year's Shoshinkai, but was also unplayable. This version had Kirby sporting a baseball cap and traveling over hills to collect star icons. Only a few seconds of footage were shown of Mother 3, the third game in the hugely popular Mother series. U.S. gamers



Seta's Ridge Racer-esque Rev Limit brings adrenaline-pumping racing to the N64.



Fox McCloud and friends hop back into their fighters for 3-D action in StarFox 64.



Wonder Project J2 by Enix is the follow-up to one of their Super Famicom games.



Multi-Racing Championship By Imagineer



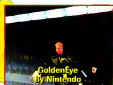
Magic Tale By Imagineer



J-League Dynamite Soccer By Imagineer



King of Pro Baseball By Imagineer



GoldenEye
By Nintendo



Sumo 64
By Bottom Up



Yoshi's Island 2
By Nintendo



Blade & Barrel
By Kemco



The 64DD system gives gamers the chance to Link up with Zelda in an all-new game.

projects in the works that look very promising. *Rav Limit* is much like *Ridge Racer* in presentation, and is sure to satisfy N64 racing fans. Seta's lineup included *Wild Choppers*, *St. Andrews Golf*, *Marita's Shogi 64*, *Like Thunder "Go"* and *Super Real Island*. Seta was one of the first Nintendo 64 licensees, releasing *Shogi* at the Japanese launch of the system.

Dorsemom, the automatically powered chubby and earless kitty cat, is making his N64 debut courtesy of Epoch. For those unfamiliar with *Dorsemom*, his antics have been chronicled for years in children's manga and anime, and he has starred in numerous games on other platforms.



Dorsemom, a roly-poly automatically powered kitty cat makes his 64-Bit debut in Japan.

gun that nukes all of the enemies around you. The areas that *Turok* has include monkey-infested jungles, dark caves, jungle rivers and underwater caverns.

Konami is hard at work on their N64 projects. *Goemon 5* is a 3-D action platform game in the style of *Mario 64*. U.S.

gamers might remember Konami's first Super Famicom *Goemon* game, which was released here as *Legend of the Mystical Ninja* on the Super NES. Add to that *J-League Perfect Striker*, *Mahjong Master* and *Powerful Pro Baseball*.

Kemco is hard at work on their helicopter shooting game *Blade & Barrel*. Up to four players can duke it out or work cooperatively on a campaign.

King of Pro Baseball is the newest game in *Imagineer's* super-deformed baseball



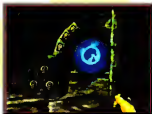
Seta's slate of N64 games is rounded out by the hell-battle game *Wild Choppers*.

series, the racing title *Multi Racing Championship*, and the RPG *Magic Tale*.

Some of these games will make it to the U.S. When they do, you can bet that *EGM* will have hard-hitting previews and reviews of all the new N64 games. Look in this issue for our blowout of *Mario Kart*



Making its Japanese debut at *Shoshinko* was Acclaim's *Turok: Dinosaur Hunter*. This 3-D action shooting game moves fast and furious with huge dinosaur enemies to destroy.



Yoshi's Island 64 gives Yoshi rendered landscapes to explore and new enemies to kill.



Gun Gun Troublemakers
By Enix



Goemon 5
By Konami



Mother 3
By Nintendo



Kirby's Air Ride
By Nintendo

NINTENDO 64

Battle
MODE

MK64's Battle Mode is half the reason to buy the game. Although you still only get four battle arenas to choose from, they're much larger than those in the original. And they're multi-leveled, too, so cunning racers can hide from opponents. But perhaps the mode's greatest

innovation is what happens when you lose your last balloon in a three- or four-player battle: Instead of being sidelined while the others finish their game, you become a rolling bomb. Now you can cruise around and try to ram the remaining players to blow them up for revenge!



MARIO KART 64

Classic Kart Action Is Back On Track

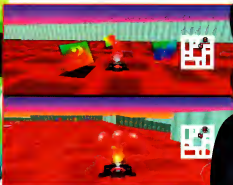
It had it all—stylized graphics, brilliant control, a huge cast of Nintendo's superstars and Shigeru Miyamoto's creative genius to bring everything together. Yes, the Super NES' classic Super Mario Kart is one of the finest games ever made.

But will the much-anticipated 64-bit update, Mario Kart 64, shine as brightly as its predecessor? Will it offer the same power-sliding, banana-launching thrills; the same well-balanced characters; the same



excellence in multiplayer gaming? Don't worry—it does.

EGM recently nabbed a Japanese copy of MK64, and our staff descended on the game, often four at a time, to put it through its paces. We're happy to say



Can you find the decaying power-up in this picture (top hat)? Its "mystery" question mark gives it away. Avoid these fenshish additions to MK64.



Pricy PACK-IN

The Japanese version of MK64 is being packed with a special (sort of) controller. This joypad is identical in almost every way to the standard N64 controllers—except for one thing: It's black on top and gray on the bottom. Nintendo is offering these dual-colored controllers for a couple of reasons: First, most gamers will need an extra controller for MK64's multiplayer modes. And second, a Nintendo executive, who wished to remain anonymous, told us that Japanese N64 owners have been creating their own dual-colored controllers for a while (by taking apart different colored controllers and swapping the halves of the outer casing). Being the shrewd business people that they are, Nintendo created their own pad to appeal to fans of funny-colored sticks. It's highly probable that the U.S. Mario Kart 64 will sell with this joypad, as well—a pack-in that will add about \$30 to the game's price.



it packs all the glorious playability—and all of the little Miyamoto touches—of the 16-Bit classic, as well as the fancy new, unfollowed video game gamers have come to expect from the Nintendo 64.

But before we get to what's new with the Mario Kart gang, let's look at what has

stayed the same. Nearly all of the original's racers have returned, including Mario, Luigi, Princess Toadstool (now better known by her Japanese moniker, Peach), Toad, Yoshi, Donkey Kong and Bowser. The only MIA is Koopa, who has been replaced by Nintendo's more noteworthy villain, Wario.

As before, all the racers possess different driving characteristics. The lightest three—Yoshi, Peach and Toad—boast the best turning and acceleration capabilities, but their top speeds aren't too speedy. Mario and Luigi are the middle-of-the-road guys and give a solid—if not



"...the courses are longer, and many extend through buildings and tunnels."



Although not as important as in the original SMK, power slides are still a crucial skill to master, if you're going to lead the pack.

stunning—all-around performance. The heavyweights—Wario, Bowser and Donkey Kong—are the speed demons of the group, at least once you get them moving. Their turning skills and acceleration leave a lot to be desired. MK64 gives its drivers 20



Watch out! The original's moles return, now meaner than ever.

RELEASE DATE	DIFFICULTY	
1st Qtr. '97	Moderate	
PUBLISHER	% DONE	
Nintendo	80%	
THEM	PLAYERS	SIZE
Racing	1-4	64-Meg



Most of the game's tracks are based on those from the original.

Gamer's EDGE

The Essentials of Offensive Driving

Whether you nab them alone or in packs, MK64's power-ups are essential to successful racing.



Star: Nothing can touch you when you start up the star. Besides granting invincibility, it improves speed and handling.



Ghost: Activate this guy to swipe the goodies of other racers. It will also turn you invisible for a little while.



Lightning Bolt: The ultimate insurance policy. It'll shrink all the other racers and let you roll right over their tiny, helpless karts.



courses to race and battle on. Sixteen courses are designed for the Grand Prix and multiplayer race modes, in which players race against the entire Mario pack or just each other. These courses are divided into four classes—or "cups"—of increasing difficulty, the Mushroom, Flower, Star and Special cups. Funny thing: You don't have to proceed through the cups to race on later courses; all 16 can be played right away (which leads us to wonder if there might be more, hidden courses that open when you earn gold trophies in the four cups). The final four courses are devoted for everybody's favorite Mario Kart feature, the Battle Mode.

MK64's race courses pack most of what you'd expect

from a typical Mario Kart track—hidden shortcuts, plenty of power-ups, turbo arrows and the occasional critter hazards (such as the first game's moles and SM64's penguins). Of course, much is new and improved now, too. For starters, the courses are longer, and many extend through buildings and tunnels. They're not the flat, often stark raceways of the original's Mode 7 courses, either. MK64's tracks undulate with hills, banks and ramps, and track portions often wind around and above other portions. The only things missing are gold coins, which could be collected in the first game to build speed.

No Mario Kart track would be complete without

power-ups, and MK64 features most of the items of the 16-Bit game, as well as a few ingenious new ones. You get the Bananas, unguided Green Shells, homing Red Shells, Mushroom turbos, item-stealing Ghosts and Lightning Bolt shrink rays, all of which are hidden in the rainbow-colored power-up blocks that you'll find grouped in patches along each track. New power-ups include the Decoy Block and the blue Super Shell (see the sidebar to find out what they do). Only the first game's Feather power-up, which boosted your jumping abilities, is missing.

Most of MK64's items come in two varieties, the standard, one-shot type and the enhanced, multiple-attack

As many as four players can now speed down the game's tracks or battle it out in its courses, thanks to the various split-screen modes. Lone racers drive in full-screen glory, without having the bottom half of the screen wasted on a map or rear view. Two-player games

split the screen in half, while three- and four-player games split it into fourths. The level of detail remains nearly the same for all multiplayer modes, but the game does slow down a bit when three or four people play. It's a small price to pay for the best multiplayer game ever

Not all game modes are available to multiple players. The X's show which modes are playable.

	1P	2P	3P	4P
Grand Prix	X	X		
Multiplayer Racing		X	X	X
Battle Mode		X	X	X
Time Trial	X			



Green Shell: These are unguided, so you'll need dead-on aim to whack opponents. Let a pack circle you for protection.



Red Shell: Launch one and watch it home in on enemies. Watch out, though—sometimes they'll turn and come after you!



Super Shell: This spiny wonder will seek out and nail anyone in first place, occasionally hitting others on the way.



Gamer's EDGE

Four Ways to Play



Mushroom: Activate these in the straightaways for a boost of super speed. They'll extend your jumps, too.



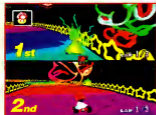
Super Mushroom: Acts like a regular mushroom, except it gives you continuous turbo boosts for a short amount of time.



Banana: The least useful of the weapons, bananas will still save your butt if you drop them in the path of enemies.



Decoy Power-up: Drop this among regular power-ups and watch unsuspecting racers crash into it. Hilarity ensues.



power-up. For instance, shells can come singly, and be launched once, or in groups of three. If you nab a three-pack of red shells and tap the trigger button, they'll begin circling you, acting as a sort of force field. You can then launch the shells once a cluster of enemies gets in range, or just ram other racers and let your orbiting shells take them out. The type of power-up you get is determined both by random chance and by what position you hold in the race. A kart driver in last place is more likely to get a choice power-up than the racer at the head of the pack.

Control in MK64 is what really sets it apart from its predecessor. Thanks to the analog stick, power slides are no longer crucial to a successful race. The stick gives you nearly all the control you need to slide around tight corners or keep from flying off elevated tracks that lack guardrails. In fact, once you get used to the analog stick, you'll wonder how you ever played Mario Kart without it.

A few new control tricks have been added to MK64, too. Your Kart can now go in reverse, an ability you'll especially appreciate when you get stuck in a corner in Battle

Mode. You can also hold down the gas and brake buttons to execute U-turns and donuts. Finally, the four camera buttons adjust your view and switch between the various onscreen displays, such as the map and speedometer.

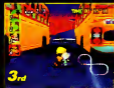
MK64 is the third N64 game whose premise was borrowed from Nintendo's

16-Bit glory days (the other two being Super Mario 64 and PilotWings 64). With Zelda 64 and a Kirby game on the way, it looks as if Nintendo's 64-Bit library won't stray from tried-and-true-and-money-making titles. But then, with games as good as MK64, who's complaining? ■



Super Mario 64's friendly penguins are now a road hazard.

Isn't that Peach's castle up ahead? Could there be a way in?




 SATURN

Command & CONQUER

It's About (Real) Time

What would you do with a PC game that sold over 1 million units worldwide? Besides the obvious answer (release a sequel), you'd probably want to bring it out on other platforms. And that's exactly what Westwood Studios did. Saturn (and PlayStation) owners are going to be treated to one of the most popular PC strategy games of 1996. Now, console owners will be treated to some of the PC's best.

Command & Conquer is a present-day strategy war game whose engine is

based on the classic game Dune II. Since most console owners are accustomed to action-oriented games, a real-time strategy game lends itself well to the market. Everything in C&C is moving and acting, without regards to what you

are doing. Forget about taking your time during your "turn." This is action-strategy at its finest.

The setting for C&C takes place in a world where the key to power is control of crystals called Tiberium. A terrorist group called the Brotherhood of Nod controls about half of the world's supply of Tiberium and is quickly taking over the reigns of control of the world. To combat Nod, the United Nations formed a special operations group called the Global Defense Initiative (GDI).

In C&C, you can choose to play either as the "good guys"—the GDI or as the "bad guys"—the Brotherhood of Nod. Each group has its own completely separate set of missions, as each has its own goals in the world. The game will ship with two discs—one for each side.

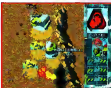
After choosing the team you wish to play as, you will be briefed as to what your individual missions will be. These missions will all be different from one another. For example, the first GDI mission has you establishing a foothold on



The first GDI level—a gunboat patrols the shores while reinforcements arrive by the shipload. This one's the easiest of all the different stages.



The Brotherhood of Nod is so evil, they'll kill civies if they have to.



Here, Nod attacks a GDI base with a variety of offensive units.



the enemy's beachfront. Kill all of the opposition, and you shall move on. Next, you are sent to help GDI forces who were ambushed in a Nod attack. When playing the Brotherhood, you may find yourself executing key political figures or running rescue missions to save your captured brothers-in-arms.



power plants, SAM sites and more. These buildings can help you defend your base, produce offensive soldiers and craft (see sidebars), provide power, etc. You'll be allowed to build a Tiberium refinery, which will let you collect and process Tiberium crystals (which in turn brings you your only source of income).

"Forget about taking your time..."

The parameters of every level is what truly sets each mission apart. In some stages, you will start with only a few soldiers. It is your responsibility to establish and defend a base from which you will build your army. In other missions, you will only have a set amount of troops, with no chance of creating more (although reinforcements may be sent your way). You will have to complete your objective(s) with only the units and supplies given to you.

In those missions where you are allowed to build a base, you'll usually start with this Mobile Construction Yard. This vehicle transforms into your starting base, from which other structures and units can be formed. Eventually, you'll be able to create barracks, guard towers, weapons factories,

The game becomes fast and furious as you are forced to make quick decisions during the heat of battle. Will you pour out offensive unit after unit for a quick and decisive victory? Will you spend valuable resources to defend your base? Will you rush out to gather the remaining supply of Tiberium, before your foe does? Will you take your time and build a powerful base? Don't ponder too long, for the enemy will always be preparing for your defeat, whether you're ready or not. ■

RELEASE DATE	DIFFICULTY	
Now	Moderate	
PUBLISHER	% DONE	
Westwood Studios	100%	
THEME	PLAYERS	SIZE
Strategy 1	CD-ROM	

Gamer's EDGE

The Brotherhood of Nod Forces

GDI Forces



Cargo Plane
Weapon: None

Commando Infantry
Weapon: Sniper Rifle

Engineer
Weapon: None (he takes over GDI facilities)

Flame Tank
Weapon: Dual Flame Cannons

Flame thrower Infantry
Weapon: Flame thrower

Harvester
Weapon: None (but it can run over enemy troops)

Light Tank
Weapon: 70mm Cannon (armor piercing)

Minigun Infantry
Weapon: M16 Assault Rifle

Mobile Artillery
Weapon: 150mm Cannon (high explosive)

Mobile Construction Yard
Weapon: None (it can, however, run over enemy troops)

Nod Buggy
Weapon: M60 Machine Gun

Racon Bike
Weapon: Dragon TOW Missiles

Rocket Infantry
Weapon: Dragon TOW Rockets

Stealth Tank
Weapon: Dragon TOW Missiles

Transport Helicopter
Weapon: None

Armored Personnel Carrier
Weapon: M60 Machine Gun

Bazooka Infantry
Weapon: Light TOW Rockets

Commando Infantry
Weapon: Sniper Rifle

Engineer
Weapon: None (he takes over Nod facilities)

Grenade Infantry
Weapon: Grenades

Ground Support Aircraft
Weapon: Napalm Bombs

Gunboat
Weapon: Tomahawk Missiles

Harvester
Weapon: None (but it can run over enemy troops)

Humm Vee
Weapon: M60 Machine Gun

Mammoth Tank
Weapon: Dual 120mm Cannons (armor piercing)
Weapon 2: Mammoth Tank Missiles

Medium Tank
Weapon: 105mm Cannon (armor piercing)

Minigun Infantry
Weapon: M16 Minigun

Mobile Construction Yard
Weapon: None (it can run over enemy troops as well)

Mobile Rocket Launcher
Weapon: Surface to Surface Rocket Launcher

Orca VTOL Aircraft
Weapon: Dragon TOW Missiles

Transport Helicopter
Weapon: None

PLAYSTATION



MEGA MAN 8

The Original Blue Dude With An Attitude

Video game characters come and go, but few have lasted longer than Mega Man. Capcom's video game hero from the early days of the NES has survived six NES games, five Game Boy games, five Super NES games and even a Game Gear game. Now, Mega Man is coming back stronger than ever in his first appearance on the U.S. 32-Bit systems in Mega Man 8.

There was a bit of controversy over this game early on. Sony wasn't too keen on Capcom's decision to keep Mega Man in his traditional 2-D form. Luckily for Mega Man fanatics, Capcom stuck to their guns and made sure that the latest chapter in the Mega Man saga remained true to



its original form.

Those of you who have played the Mega Man games in the past should feel immediately at home with number eight. Like all of the Mega Man games, you can choose the order in which you challenge the eight Bosses, and you acquire their weapon after you defeat them. The only change to the stage select system is that now you can

only choose from a set of four Bosses who you must defeat in order to fight the remaining four. This setup is the same as the Game Boy Mega Man games, but it is a first for the regular Mega Man series.

One thing that the Mega Man games have been criticized for is the lack of original plots. In MM8, the basic premise is the same, but with some extra twists. The evil Dr.

Wily has gained control of a giant, mysterious robot. Mega Man, as always, has to stop him. Along the way, Mega Man comes in contact with a new robot who may or may not be an ally. In addition to having the new robot at his disposal, Wily also has a new group of robot masters.

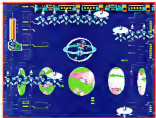
Like all the other Mega Man games, one of the unique strengths lies in the unique robot masters that you have to contend with. Mega Man 8



Gamer's EDGE



When you head on over to Dr. Light's shop to pick up some items, there are many things you can buy. Two of the most important items there are the weapon upgrades you can get for your gun. The first picture is of your normal powered-up Mega Buster. The second one is a powerful laser beam upgrade you can buy. The final picture is of a beam that will split into a spread shot when it hits an enemy, taking out a wide range of baddies. Each weapon upgrade is beneficial in different areas, so try to get them all.



"...one of the best playing Mega Man games to date."

marks the debut of some of the strangest Bosses yet.

Sword Man is the most basic Boss of the group. The characteristic that sticks out on him is the giant sword that he has for a hand. In one part of his stage, you fight inside a volcano, where a wrong move could mean instant death.

Like every good platformer, there is the ever-present "water stage" which is guarded by Aqua Man. He's a roly-poly sort who has a water

nozzle for an arm. One nice touch for his stage is that Mega Man can now actually swim through the water—a new feature for this game.

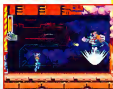
The most unique-looking Boss of the group has to be Astro Man, due to his lack of legs. Instead, the lower half of his body is spherical, and he hovers above the ground. He also has two smaller spheres that orbit around him. While it would seem that his stage would be set in outer space,

you actually fight through a mechanical garden and a couple of tricky mazes.

Grenade Man is basically a giant grenade with arms and legs. His stage is somewhat reminiscent of Metal Man's stage. It is an Industrial area that also houses a scrap yard.

The largest of the robot masters is Frost Man. This hulking creation looks like a giant, humanoid igloo. As to be expected, the ground here is slippery, and there is a couple fast-paced snowboarding scenes to liven up the action.

Tengu Man is the most Japanese of the Bosses. In Japan, a Tengu is a type of crow demon. Therefore, Tengu Man looks somewhat like a crow. He has a beak and a tail, plus one of his hands is made of three



giant, metal "feather" blades. The standout feature of this stage is that it is very windy and hard to maneuver in.

The best way to describe Clown Man is an evil robotic version of Sega's NIGHTS character. After fighting through his crazed circus (which is full of toy versions of classic



Remember the Mets? Those little hard-hat guys from all the other Mega Man games? Well, they're back, and they are not happy.



Mega Man didn't stop Wily from stealing the alien technology.

RELEASE DATE	DIFFICULTY	
February	Moderate	
PUBLISHER	% DONE	
Capcom	95%	
THEME	PLAYERS	SIZE
Action	1	CD-ROM

Gamer's EDGE

When things get too tough for Mega Man himself, he calls on his faithful pal, Rush. The robot pooch can help out Mega Man in a variety of ways. Just check out these optional:

Random Power-up



Rush Cycle



Rush Bomber



Power-up Barrage



Mega Man enemies), you must take on the clown prince of robots himself and his electricity attacks.

Search Man is possibly the coolest-looking Boss of the bunch. This guy's armor is painted in camouflage, and he has a rocket launcher for an arm. Not only that, but he has two heads, each one with its own voice. He lives deep within a jungle hideout that is fortified to make sure Mega Man never gets there.

With so many powerful



Astro Crush! Don't get on Mega Man's bad side after he gets this weapon. When he unleashes it, there's nowhere to run or hide.

enemies to contend with, even Mega Man needs some help. Joining him once again on his mission is his faithful robo-dog, Rush, complete with a whole new set of transformations. Gone are the days of Rush-Coil and Rush-Sub.

Now, Rush is able to help out in even better ways. You can now call on Rush to deliver a random power-up to you. If you get in a real pinch, he can soar overhead in his Rush-Jet form, delivering a barrage of missiles on the enemy or a ton of weapon and health power-ups for you. Rush can even change into a stylin', missile-launching motorcycle for Mega Man to ride.

Rush also shows up in his Rush-Jet Mode in certain stages to give Mega Man a lift in levels that play like a

traditional shooter. During these levels, Mega Man can collect special icons that call on even more of his friends to give him a hand.

Best, the robotic bird, will act as an option (remember them from *Gradius*?). Auto, Dr. Light's robo-mechanic from Mega Man 7, will fly with you and launch a powerful bazooka. The final pal to help you out is the little robotic storage unit, Flip-Top. He'll



Dr. Wily has once again rebuilt his fortress. Can you get into it?



assist you by dropping bombs on the ground below. In addition to your robot pals, you can also collect a power-up for Rush that allows him to shoot missiles.

Throughout the levels, there are several bolts scattered about. Be sure to collect them and stop by Dr. Light's shop between levels. There, you can buy items and weapon upgrades with the bolts you have collected.



Gamer's EDGE

One of the coolest things in Mega Man B are the excellent cinema scenes that play during the game's intro and at certain key points in the game. The flawless Japanese animation and excellent voice acting will have you begging for a Mega Man anime. Don't just take our word for it, check out these scenes from the game: Don't you wish the U.S. Mega Man cartoon looked this good?

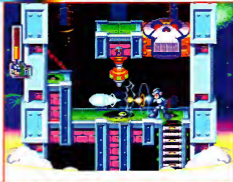


Like all the other Mega Man games, when you take out one of the big Bosses, you can use their weapon. Here's a peek at all the robot masters and the weapons that you gain from them.



Don't slip, Mega Man! One wrong step, and you're toast.

The graphics in Mega Man 8 are excellent. They may not be an extravagant leap over the Super NES games, but the vast color palette of the PlayStation leads to some stunning visuals. The animation is also a sight to behold. The near-cartoon smoothness and little details give it a



No sooner do you get into this tower when it starts to collapse. You must blast all the bad guys and keep climbing, or you'll be buried alive.

character all its own.

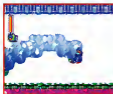
Mega Man fanatics (and I know you're out there) will surely agree that this is one of the best playing Mega Man games to date. Even if you've not played a Mega Man game before (which isn't likely), you'll certainly want to give Mega Man 8 a look.

Right now in Japan, Capcom is developing a 3-D polygon Mario Kart-style racing game starring the Mega Man characters for the PlayStation. Perhaps if Mega Man 8 is a success here, they will consider bringing it out. After all, we can always use another Mega Man game. ■

"The graphics in Mega Man 8 are excellent."



Mega Man is joined by his buddies—Rush, Auto and Flip-Top—to take out the giant robotic whale. It may be strange, but it's tons of fun.



Aqua Man
Water Balloon



Asim Man
Astro Crush



Claven Man
Thunder Claw



Frost Man
Ice Wave



Grenade Man
Fish Bomb



Search Man
Horning Striper



Sword Man
Fire Sword



Tanou Man
Tomato Hot



PLAYSTATION



SOUL BLADE

A Little Bit Of Soul Will Do You Right

It's no secret that fighting games are one of the favorite types of games here at the EGM offices.

It's also common knowledge that one of the most popular fighting games around here is Namco's PlayStation hit, Tekken 2. Recently, we received a copy of Namco's newest 3-D fighting game for the PlayStation, Soul Blade. Everyone was wondering if it would be able to compare to Tekken 2.

After a few extensive game playing sessions with it, it looks as if Soul Blade has the potential to be a worthy successor to



the Tekken series. In fact, there are some areas where it is even better than the mighty Tekken 2.

On a purely cosmetic level, the graphics are excellent. The characters are much more smoother and detailed looking than 3-D fighters of the past. Even with the incredible amount of detail (especially in



the face), the characters animate smoothly.

Each of the 10 characters has a different weapon at his/her disposal, ranging from a typical sword to a spear to a pair of nunchakus. In addition to the typical health meter, you also have a separate energy meter for your weapon. When you block attacks with your



weapon, its energy level gets lower and lower. When the meter drains completely, you lose it. Now you are much weaker than before and at quite a disadvantage.

In addition to the character graphics looking fantastic, the backgrounds themselves are also beautiful. They are completely 3-D and feature a

"...Soul Blade has the potential to be a worthy successor to the Tekken series."

Gamer's EDGE

Perhaps the coolest feature in Soul Blade is the Edge Master Mode. While it is mainly another variation on the fighting theme, there are a few different features that make it more fun to play. Among them is the ability to earn and use different weapons. After most battles, you will gain another weapon from your fallen foe. Each weapon has its own statistics that will help you in different battles. There are even hidden weapons that are especially tricky to find. While the advantage of using a powerful weapon is obvious, it's also great fun to be able to have your favorite character use a different weapon.





When weapons collide, you must fight to win the duel.

surprising amount of finely detailed animation happening during the fight. Another nice little touch is the trails of light that your weapons leave after you pull off a powerful attack. This adds nothing to the gameplay, but it makes the proceedings much prettier.

A big plus for all fighting games is that they can have an extremely long life span. After all, you can play against a friend again and again, or you can attempt to master every character. In order to keep Soul Blade fresh for a long time, Namco has packed it with seven different modes.



There are the typical Arcade and Vs. Modes that every fighter features. There's a Team Battle Mode where you can create a team of up to five players to compete against another team. A Time Attack



The PlayStation's power is shown off by the lighting effects.

Made tests how quickly you can waste your opponents, and the Survival Mode sees how long you can fight with one energy bar. There is even the popular Practice Mode to perfect your fighting style and special moves.

The most unique mode, however, is the Edge Master Mode. This is basically the equivalent of a Story Mode, where you choose a fighter to control, move around on a map and fight various opponents. What makes this different than the normal one-player game is the fact that you will earn a new weapon



after beating an enemy. Plus, there are various types of matches. For instance, some opponents can only be defeated with throws or by throwing them out of the ring. Some even gain their health back



Here, Voldo shows off his plate-spinning abilities. Unfortunately, you play the role of the plate spinning atop his deadly claws.

as quickly as you can take it away!

With such incredible graphics and unique modes of play, it is little wonder that Soul Edge is quickly gaining such popularity here at the office. The more we play it, the more impressive little

Gamer's EDGE

One of the more unique features of Soul Blade is the shifting battlefields. A couple of the matches are fought on platforms floating in water. As the rings sit in the water, the motion of the waves causes the entire ring to rock back and forth. At first, the effect may be a bit disorienting, especially when the whole platform is moving downstream at the same time. Luckily, there's really nothing to worry about. The Soul Blade fighters apparently have very well-developed inner ears that help them maintain their balance on the shifting ground. All you need to do is try not to let the movement distract you from the fight, as you should be fine.

features we find. This just makes us want to keep coming back for more. As long as Namco continues to make such fun fighting games, we will be getting less and less actual work done. ■



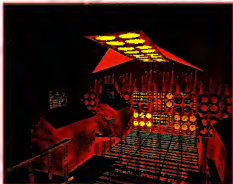
Personally, I think the fight would be over when Taki spins you around and shoves a knife in your throat, but you briefly fight on.

RELEASE DATE	DIFFICULTY	
March	Adjustable	
PUBLISHER	% DONE	
Namco	95%	
THEME	PLAYERS	SIZE
Fighting 1 or 2	CD-ROM	



You can see the detail of the characters in the Victory Screen.





SENTIENT

Take Me On A Sentient-al Journey

Gamers who have been starving for a realtime adventure full of intrigue and scandal—with a sci-fi feel—should look no further than Sentient by Psygnosis for the PlayStation. The story begins right when a shuttle is making its approach into a space station that is slowly being pulled into a sun. Now

gamers may wonder why a shuttle would dock on a ship that is going to be incinerated. The reason is that there are people aboard this shuttle who are going to help the ship in one way or another.

As the shuttle approaches, a problem arises and the ship crashes into the landing bay. This means death for all on the approaching shuttle—or so gamers may think.

Players control a medic who was aboard the crashed shuttle. He was the only survivor. (The reason why the main character survived is a mystery which will be revealed later in the game.) The reason he was sent to the space station is to care for those suffering from radiation sickness (from the approaching sun).

The graphics in Sentient are completely 3-D polygonal,

that's okay since Sentient isn't an action game—it's a sci-fi adventure. Don't worry, though, there is some death and destruction in the game.

The interface in Sentient is one of the most interesting ones EGM has seen in awhile. When talking to a person or computer, the main character, Garritt Sherova, is able to choose what he is about to talk about.

"As the shuttle approaches...This means death for all--or so gamers may think."



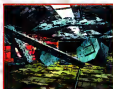
The programmers paid special attention to every possible detail. Here, behind the scientist, is a computer with a screen saver on.

similar to King's Field. There is a huge cast of characters, each with his/her own unique features—even his/her facial expressions change depending upon what you say to them or how they're feeling.

Unlike King's Field, there isn't a whole lot of action. But

For instance, in some situations Garritt may want to talk to someone about an object he needs to find. In this case, a gamer can pick to ask "what about" and then fill in the blank with the particular object he/she is trying to get info on. This can also be done with person and places as well.

There are various levels in



Your first obstacle: Get out of this docking bay before time runs out.

RELEASE DATE	DIFFICULTY	
March	Moderate	
PUBLISHER	% DONE	
Psygnosis	85%	
THEME	PLAYERS	SIZE
Adventure	1	CD-ROM

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Gamer's EDGE

Different Endings

There are nine different personalities that Garritt can be during the game. The key to these different personalities is when to use them and who to use them on. Certain characters that gamers will come across are scared and are easily manipulated. Be aggressive with these people and getting information will be a breeze. Trying to be in control with a controlling person, though, doesn't work at all. With these people a more submissive personality works better. Be aware of the different types of people Garritt will meet and try different personalities when talking to them to see what happens.

Jurell Ramin, is suspected of a conspiracy. One of the plots that Garritt can venture upon is to find out what Jurell is hiding.

Another plot that can be interacted with is one that involves a space fungus that is quickly taking over one of the levels and eventually the entire ship. Garritt can choose whether or not to stop the fungus. By choosing to stop it will yield a different ending than if he failed.

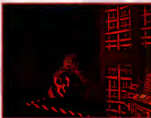
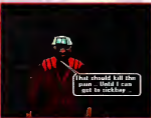
The shortest possible game that can occur is

up a bit. Some include a Big-head Mode and Wide-screen (or letter-boxed) Mode and a nonsense code where all of the characters talk like they're crazy (i.e., they talk about pink butterflies and bread that talks to them).

During the game Garritt

someone who is confident, using a commanding tone will do more harm than good.

Sentient may prove to be one of the more interesting titles to come out. As more info comes to us on this title, EGM will gladly pass it along. ■



the Space Station to which Garritt can adventure. These levels are split up between different branches like engineering, science and medical. There are also plenty of security guards walking around giving Garritt a hard time.

The head of security,

probably close to 20 minutes according to Psygnosis. The longest game is much longer than that, but since Sentient has 10 endings, who knows how long it'll take to get to the end of all of these?

Sentient also features some hidden goodies to spice things

will fall in and out of consciousness. During these trippy dream sequences, there is a maze that gamers can find their way through. If they do, a special FMV clip plays that gives them a hint or two. There are several opportunities to find these clues.

Players can choose to have a certain personality when talking to various characters. There are nine personalities altogether that include angry, sarcastic, normal and happy, among others. Some characters are submissive, so talking to them with an authoritative tone will yield answers, while talking to



Gamer's EDGE

Personalities

As mentioned in the Next Wave test, gamers can eventually get to one of 10 different endings that Sentient has. Of course, multiple plays will yield different endings. Although 10 seems like a pretty decent number of endings, this is nothing compared to the number of pathways there are to actually get to one of the endings. There are a bunch of sub-plots that'll take Garritt for a loop as he tries to focus on his main goal, whatever that may be. Chances are gamers will have a whole lot of fun getting to these different endings. Keep an eye out for a secret ending that can only be obtained by being at the right place at the right time.

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Mystery Word Grid

	H					M Y S T E R Y W O R D
		E				
P	I	N	C	H	W	
	R					
S						

WORD LIST and LETTER CODE chart

PINCHW PRESS.....K BLAST.....A WRECK.....D
 BREAK.....Z PUNCH.....S SPRAY.....C TURBO.....V
 STOMP.....T STAND.....R PRESS.....E DREAM.....O
 CRASH.....I SCORE.....H SLANT.....L CHASE.....F

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CLIP AND MAIL




SPIDER

This Itsy-Bitsy Hero Ain't Cute

Boss Game Studios, a two-year-old newcomer to the video game industry, definitely didn't go for the cutesy look when it designed the eight-legged hero of its first video game, *Spider*. The arachnid protagonist doesn't wear a little top hat or a four-legged pair of pants. It doesn't shout cute catch phrases, unleash magical attacks or even frolic with its insect friends.

Spider's spider is a hairy, crawling tarantula—an arachnophobe's worst nightmare—and it has all the creepy creature features that make real spiders so frightening.

But Boss Game Studio's bold choice for a hero isn't the only thing that makes *Spider* leap out from the standard side-scroller fare. For starters, your spider isn't limited to walking and hopping across the tops of the platforms scattered throughout the game's



massive environment. He is, after all, an arachnid, and as such he can walk up walls, crawl around to the platforms' undersides—even hang upside down and swing from his webline.

The spider's abilities go beyond the standard jump-on-

enemies-to-kill-'em attacks of traditional platform games, as well. Your spider's offense—and defense—lies in its eight hairy legs. As the spider wanders through the game, he'll stumble upon different leg gadgets, which he can attach

"Your spider's offense lies in its eight hairy legs."

Mr. Spider's Neighborhood



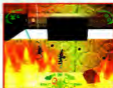
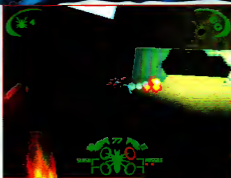
For such a little guy, *Spider*'s spider sure gets around. He starts in a lab, where he skitters over broken computer equipment. In world two, he treads through a factory,

After he defeats the factory's mechanical arm Boss, the spider wanders into the city, where he climbs up buildings and crawls through the park. Next up is the museum.

Spider's next stop is the dank, dark sewers, where one badly aimed leap lands the critter in the slime. Finally, spider will reach the evil lab, where he faces the game's final Boss.

THE CRAWLING CAMERA

One thing players won't have to worry about as they wander through Spider's enemy-infested world is adjusting the game camera—the perspective is adjusted automatically. Much of the game is viewed from the side, owing to Boss Game Studios' desire to create a more traditional platform-tile experience. But often your spider will head toward the background, and the camera will swing behind the critter to follow his progress. Other levels have the camera sitting above the spider, providing a top-down view of the action.



Just hangin' around. The spider's web is a handy tool.

to his body to gain special attacks and abilities. You'll find 10 different legs in all, seven of which grant offensive powers, while three boost the arachnid's defenses (see sidebar for more info on leg power-ups).

So how does the spider get away with swapping its

limbs? Well, the game's story has it that the hairy-legged hero is not a real spider. Instead, he's the cybematic result of an experiment in artificial life. It turns out that the scientist who created him also produced hundreds of other robo-bugs, many of which the spider will battle in the game. A rival corporation broke into the scientist's lab and blasted him when he was tinkering with the spider. In a last-ditch effort to save his life, the scientist transferred his essence into the spider. Now, as the spider, the scientist must wander through level after level, in hot pursuit of his stolen body.

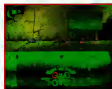
Spider contains 32 levels, which are divided among six worlds. The critter starts in the

"Each level is huge and sprawls in every direction."



The funky, psychedelic '70s room is only one of Spider's seven bonus levels, which open up when you collect enough CD pieces.

RELEASE DATE	DIFFICULTY	
March	Moderate	
PUBLISHER	% DONE	
BMG Interactive	75%	
THEME	PLAYERS	SIZE
Action	1	CD-ROM



Atoms are strewn everywhere. Collect 100 for an extra life.

EGM chatted recently with Seth Mendelsohn, Boss Game Studios' creative director, to get the low-down on the sophomore development house's first product, Spider.

EGM: Gamers are hungry for 3-D games—or so Sony would have us believe. Why the 2-D, Crash Bandicoot approach with Spider instead of going with a true 3-D game engine?

SM: We wanted to do a game that plays more like the traditional platform game, because they're fun to play. In full-form 3-D, you can't make a game that plays like a traditional platform game. There are issues about jumping and judging distance.

EGM: Spider looks similar to several 3-D side-scrollers, such as Pandemonium and Crash Bandicoot. How is Spider better than those titles?

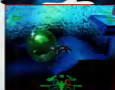
SM: For one thing, the spider does more stuff. The most unique thing is your ability to walk up on walls or the ceiling. Also, all of our levels are in real places, as opposed to fantasy places like in Crash Bandicoot, and there's a huge variety in the graphics style. We didn't want what I call the "Sonic syndrome," where you have three levels that use the same graphics set.

EGM: Most developers make their platform-game stars cutey. Why didn't you follow suit?

SM: From the very beginning, we wanted to do something different, and every single game with a mascot is cutey. We wanted to do a real environment that had a darker tone to it.

EGM: The game packs more than 30 levels, but your spider only battles three Bosses? Why so few?

SM: We had a lot of ideas for interesting Bosses, but as we started making them, a lot of them became very similar to each other. So we said, "What if we spent more time on each Boss and gave them more animations, more AI and made them do more things?" We could have three unique Bosses instead of six or seven okay Bosses.



"Control is fantastic, although it takes some getting used to."

scientist's lab, where he'll have to skitter over and under countertops and computer equipment while avoiding sinks, burning debris and falling beakers. The spider's quest will take him out into the city streets, along the side of a building, inside a computer and through other oversized locales (see sidebar for a closer look at the levels).

Like in the pseudo 3-D titles *Crash Bandicoot* and *Pendemonium*, Spider's level's and enemies are comprised of polygons and look 3-D, but they grant only two dimensions of freedom. Your spider can move forward and backward along each level's multiple paths, but he can't crawl wherever he wishes, thus giving the game a very side-scroller, platform-tile feel. Spider's developers make no apologies for the game's 2-D gameplay. After all, they planned all along to create a more traditional platform game rather than a

Super Mario 64-like 3-D beast.

But just because Spider adheres to 2-D gameplay doesn't mean there's little for players to explore. Each level is huge and sprawls in every direction. Since the spider can walk up and down vertical surfaces, he can trek to out-of-the-way areas high above or use his web to descend to hidden platforms below. The game camera adjusts automatically as the spider wanders through his environment. Most times the arachnid is viewed from the side, but occasionally his path will steer him toward the background, and the camera will switch to a behind-the-spider perspective.

Control in Spider is fantastic, although it takes some getting used to. Unlike in *Pendemonium*, Spider's spider must always be guided in the direction you want him to travel. For instance, if the spider is walking right and comes to an incline, he'll stop if

you simply keep pressing right on the control pad.

You have to press Up and Right if you want him to continue. You always have to press the pad in the direction the spider's facing if you want him to go in that direction, even if he's only skittering over a slight rise in his path. This control method is a little awkward at first, but soon it feels like the most natural thing in the world.

Each of Spider's levels has between one and four exits, which are marked by computer chips that the spider must collect. Although players don't have to nab all the chips to finish a world, they do have to

collect a certain amount to proceed to the next world, kind of like Super Mario's find-enough-stars-to-proceed approach. Finding all the computer chips will let players see the game's best ending, and the developers are tinkering with the idea of sticking in an extra level that will open for players who collect every chip.

The levels also hold hidden CD pieces. If players find the three pieces scattered throughout each world, they'll gain access to that world's secret level. Spider packs seven secret levels in all (the last world contains two secret stages), and these hidden areas—unlike in most games—



Battles with Bosses are infrequent in Spider, since the game contains only three Boss levels. Each of the three is memorable, though.



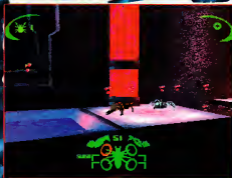
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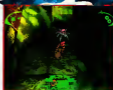
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Spider's tunes—especially in the sewer world—are outstanding.

are every bit as large as the regular stages. Some are kinda strange, too, like the psychedelic '70s room, where the spider will crawl over eight-track tapes while lava lamps glow nearby.

Spider is Boss Game Studios' first title, and it looks to be an impressive debut (and one we've been waiting for ever since the game caught our attention at E³). Boss' creative director, Seth Mendelsohn, said that when the Spider team began development on

the game more than two years ago, they set out to create a game that they would want to play. Judging by EGM's preview copy of Spider, they've created something all other gamers will want to play, as well. ■



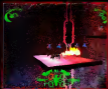
Arm your Legs

Unlike in most platform games, Spider's hero can attack his enemies 10 different ways—thanks to the cybernetic spider arms he finds scattered throughout the levels. The simplest weapon leg—and the one that players start out with—is the metal-tipped slasher, which tears into insectile enemies. But players will also find six other offensive legs, including a guided-missile launcher, flame thrower and poison sprayer. In addition, the spider will find three defensive legs, such as a smart bomb and mine layer.

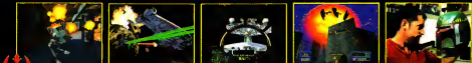


The spider can only carry two offensive legs and two defensive legs with him at any given time, and you can switch between the appendages with the shoulder buttons to unleash different attacks. The legs also alter the spider's appearance, turning his head and thorax into metal after he collects four of them.

Unfortunately, the spider loses his legs whenever he dies, and he must start his next life with nothing more than the wimpy slasher leg.



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PLAYSTATION



INDEPENDENCE DAY

Whup E.T.'s Butt At Home

One of the most original and popular video games from the early days of the industry was Space Invaders. Now, FOX Interactive is releasing Independence Day for the PlayStation, and in concept, it is almost an upgrade of sorts to Space Invaders.

When you think about it, the concept is the same. You pilot a ship in an effort to fight off

an invading alien force. Only with Independence Day (ID4), the gameplay experience is completely different.

Obviously, ID4 is based on this summer's blockbuster movie of the same name. It should come as no surprise that such a popular, action-packed movie would make the transition to the video screen.

While there are many elements in ID4 (the movie) that would translate well into a

video game—it mainly focuses on the dogfights between the human's jets and the alien's fighters. Just like the movie, the massive alien destroyers loom above the battlefield, serving as a constant reminder as to the fate that awaits mankind if you fail.

In the game, you control a character very similar to the movie's Captain Hiller (played by Will Smith). While you never see your character,

"...launch a missile right up the ship's main gun port."



When you hit an alien fighter with one of your missiles, you can see their shield light up as they go down. It's a nice little touch to see.

you do hear him a lot as he chats over the radio with the other fighters.

Your main goal is to bring down the destroyers. As in the movie, the only way to do this is to launch a missile right up the ship's main gun port. Unfortunately for Earth, the aliens aren't dummies, and



Nothing is going to penetrate the destroyer's force fields.

Gamer's EDGE

When you're out blasting the alien forces, you have to make sure that you get them before they get you. In order to get the drop on the invaders, you have to know where they are at all times. To do this, you need to keep a watchful eye on your radar screens at all times. You can turn the screen on the left on and off at will. This one shows the area inside the force field that you have to fly in and your position within it. There are also little details such as the terrain. The screen on the right shows the locations of the enemy fighters, and when they appear in your range. In addition, the radar will point you in the direction of the major targets you need to take out to win the mission. Careful pilots who pay attention to their radars cannot fail.



It is expected nowadays that when you have a game based on a movie, there will be some movie footage featured in the game. ID4 is no exception. During the Demo Mode of the game, it shows highlight scenes from the film. The first batch of clips shows the aliens coming to Earth and destroying everything. Later, we are treated to footage of us fighting back. The movie scenes look nice and are presented in a letterboxed format, which should please movie purists. While these movie clips add nothing to the game, they do effectively set the mood for what you are about to play.



The Two-player Mode pits you and a friend against each other instead of aliens. Why can't men unite? Why can't we all just get along?!

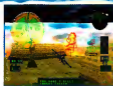
they aren't going to make things easy for you. They have ample defenses to insure that their conquest of Earth goes smoothly.

Surrounding the destroyers is a powerful force field that cannot be penetrated by any of your available weapons. This same force field extends down around the circumference of the ship, essentially trapping

essential missile into the gun.

While you're trying to destroy the generators, you will have to fight off an army of alien fighters who will lock onto you with their lasers. You can blast them with your machine guns or launch a missile at them for a quick and easy kill.

Adding a sense of urgency to the matter is the countdown clock on the screen. When the



When you tire of blasting aliens, you and a friend can play a split-screen or linked-up deathmatch where you fly the plane of your choice in an attempt to kill each other.

While the control needs a little fine tuning, ID4 looks as though it has the potential to live up to the high expectation set by the hit summer movie. When this game is finally released, we can all relive the thrill of fighting off evil invaders from space. ■

"ID4...has the potential to live up to...high expectations."

you underneath it.

So if you're trapped under the ship and are unable to damage it, how do you destroy it? Well, even the aliens are going to overlook a few details (after all, in the movie, they didn't even have an anti-virus program in their computers). On the underside of the ship are some shield generators that are unprotected by the very shield they generate. If you can take all of these out, the shield goes down.

At this point, the main gun in the center of the ship opens up. This is your chance to get in there and launch that

time runs out, the destroyer will fire its primary weapon and, well, kill everyone.

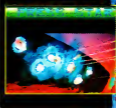
The early alpha version of ID4 we received only had one level playable. While the canyon stage looks great, there will also be levels in various locations, including such cities as Washington, D.C.



The Enemy Camera gives you a different view of the action.

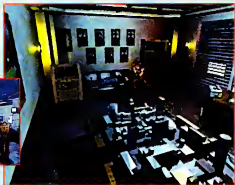
If you fail on your mission, this is the fate everyone must suffer.

RELEASE DATE	DIFFICULTY	
February Adjustable		
PUBLISHER	% DONE	
Fox Interactive	60%	
THEME	PLAYERS	SIZE
Flying 1 or 2	CD-ROM	



These generators are your key to victory. You'll have to take them all out quickly if you want to destroy the aliens and save mankind.

PLAYSTATION

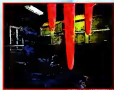


RESIDENT EVIL 2

The Terror That Lives Next Door

When Resident Evil was first released on the PlayStation, it quickly became one of the system's top titles. To date, Resident Evil is the best-selling PlayStation title in the U.S., so it's no surprise that Capcom is following up the game with a sequel. Riding on the heels of the first game, Resident Evil 2 looks like it just might eclipse the macabre look and feel of the original. The sequel begins where the first one left off. After discovering the biogenetic experiments going on in

Raccoon City, the team of S.T.A.R.S. have left. The town's citizens are slowly recovering from the disastrous experiments conducted there. Little do they know that they are slowly being zombified by a skin rash that is spreading like wildfire across the town. Resident Evil 2 (called



"When you have bloodsucking zombies on your trail, no place is completely safe..."

BioHazard 2 in Japan), introduces us to two new characters. Leon Scott Kennedy is a rookie cop who is just beginning his beat in Raccoon City, and Elza Walker, daredevil motorcycle stunt racer and college student extraordinaire. When the terror of the skin rash first reveals itself, the two

find themselves in the police station, which you'd think would be the safest place in the city. When you have bloodsucking zombies on your trail, no place is completely safe from the threat of attack. Doves upon doves of living undead make their way to the hub, hoping to turn the rookie



With an army of the undead after your hide, escaping their clutches won't be easy. Maybe there's a stockpile of weapons somewhere...?



Getting inside is easy for a zombie—just make an entrance!



The firing range is a good spot to practice your aim—at mad dogs!



Zombies pop up all over the place in this game. Trapped inside the police station, you have to make sure no more get inside.

cop and college student into a late-night snack.

Add to the already menacing zombies a few of the experiments Umbrella had been working on (that have freed themselves in the chaos that has fallen upon the city), and you have one major

won't be a game to be taken lightly. Shinji Mikami, the designer of the original game, has been working to make this game a whole lot more than just your average sequel. During the development of the first game, there were game-play features that were left out



It is unclear yet as to whether the game will let you explore areas other than just the police station, but you can bet since Capcom has said that the game will be bigger than the original, the possibility of travelling through adjacent buildings will be part of the adventure.

Capcom is looking to

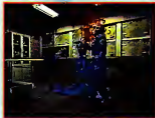
Gamer's EDGE

Bosses

In Resident Evil 2, not only do you have bloodthirsty zombies after you, but also the creations of Umbrella that are running free around Raccoon City. Many of these will be placed as "Boss" characters around the areas of the game.



The super-gorilla knows how to make a dramatic entrance.



problem on your hands.

What you see on the following two pages are screens from a videotape of the game, so we can't yet comment on the gameplay or plot line just yet. But just looking at these screens tells you that this

of the final game because of time constraints. Now that Mikami-san has the time needed to develop the game in the way that he originally wanted, the game will have a lot more depth (not that the first one didn't).

accurately translate the game from Japanese to English this time around. Simone Seydoux, Capcom's product marketing manager says, "I think we're all going to miss the 'master of unlocking,'" a translation error from the first RE.

"We at Capcom have a deep affection for Resident Evil," Seydoux said. "...we're also waiting with the legion of fans who've played the first game to be frightened by the new Resident Evil 2."

We can't wait to play it either. Look for more details on this game soon. ■



Gamer's EDGE

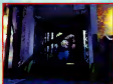
Resident Warriors



Leon Scott Kennedy: Rookie cop whose first assignment in Raccoon City is going to turn out just a bit longer than first expected.



Elizabeth Walker: Who would have thought that a daredevil motorcycle racer and college student would be placed in such a nightmarish predicament?



RELEASE DATE	DIFFICULTY	
2nd Qtr. '97	Moderate	
PUBLISHER	% DONE	
Capcom	N/A	
GENRE	PLAYERS	SIZE
Action	1	CD-ROM

PLAYSTATION



Behind The Screens

Many times gamers will do nothing but sit at home and think about the history of games. Sometimes the odds are definitely the goodies (especially compared to some of the sory games being released these days). But where can gamers go to find info on those old games back in the day? Well, for info on Missile Command, Centipede, Super Breakout, Tempest, Battlezone and Asteroids, go no further than Arcade's Greatest Hits Atari Collection I. Within this compilation lies a history database with general info about the arcade versions of these classics. Other insider info that is hilarious as well as disturbing (like the nightmares of a nuclear war one of the programmers had after working on Missile Command for six months). From what EGM has seen so far, these video sequences are a lot better looking and have been produced incredibly well. This history segment of the disc really adds to the title.



ARCADE'S GREATEST HITS

The Greatest Hits Of The '80s On WEGM

Where can someone go to not only wheel around in a futuristic tank but also defend a city from alien invaders—not to mention destroy a giant centipede? The answer is simple: Williams' Arcade's Greatest Hits Atari Collection I. But those are not the only things gamers can do in the title.

All of the games in this collection are classic arcade games compiled onto one CD for the PlayStation. This volume of AGHACI includes the following titles: Asteroids, Super Breakout, Tempest,

Battlezone, Centipede and Missile Command.

The first volume of AGHACI included some classic titles including Joust, Robotron and others.

This time around the interface is changed, among other things. The first volume featured "virtual dip switches" which allowed gamers to change options in the game (like difficulty, number of lives, etc.). AGHACI allows gamers to change these same options—along with a few new ones—in a standard options menu environment.

On top of this, the game features a full-fledged,



rendered intro sequence (which is quite impressive) and a huge amount of background info on each of the games. The first one had interviews and some info,



but not as much as the second installment.

For instance, gamers can see some of the old-school Halloween costumes based on these arcade classics along

with some of the print ads and packaging from the '80s.

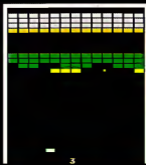
There are also interviews with some of the original programmers for some of the games in the history portion of this disc. These interviews



Besides AGHACI having a load of games, it also features behind-the-scenes info on all the games—everything from Halloween costumes based on arcade classics to actual packaging.



FOR MORE INFO
▶ TO QUIT





give gamers some interesting and sometimes funny stories about the making of the games (like the Tempest free 43 credits bug).

The graphics in the games are identical to their arcade cousins. Little blocks thrown together represent a mushroom in Centipede or a city in Missile Command. The vector classic, Battlezone is arcade perfect, except for the control. The digital sounds are identical to the arcade versions, too.

There are probably gamers out there wondering how the control is overall (as mentioned in the last paragraph). Since the arcade originals used a whole slew of different types of control (like rollerballs and double joysticks), it may be strange to use the PS pad for some of the games. With the use of the mouse, the control is much better.

Since this version is early, the control may be tweaked to make it feel more natural (with



RELEASE DATE	DIFFICULTY	
Now	Moderate	
PUBLISHER	% DONE	
Midway	100%	
THEME	PLAYERS	SIZE
Classics 1 or 2 CD-ROM		

Missile Command and Super Breakout).

Last month gamers so some of the retro titles that have come out or that are coming out. Now that we have a playable version of the second volume of AGHAC!, more retro should be a good thing—for fans of these classics that is. ■



Gamer's EDGE

The Games

MISSILE COMMAND



Defend your cities from nuclear destruction. Are those rockets from the Soviet States? Maybe back in the 80s, but these days they're probably from aliens.

BATTLEZONE



For some reason vector graphics don't remind the EGM editors of war, but when there are tanks involved, who can say?

ASTEROIDS



Destroy any and all asteroids. Use the thrusters and hyper-thrusters for boosts around space. Watch out for UFOs flying around.

TEMPEST



This one supposedly takes place in space but the lead programmer says that the original idea was that it took place in a tunnel in the ground.

SUPER BREAKOUT



This one is simple enough—a bar that acts as a barrier so a ball can bounce back and destroy blocks at the top of the screen. There are several modes of play in this one.

CENTIPEDE



What does Atari have against centipedes anyway? Mushrooms were never so fun to blow away as you try to take out the multilegged insect. Watch for the spiders.



An arcade-perfect version of Tempest awaits. Are you game?



The options in AGHAC! make changing things around easier.

PLAYSTATION

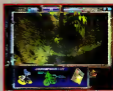


THE JOURNEYMAN PROJECT PEGASUS PRIME

Which Way To The DeLorean, Doc?

There's a fine distinction between what differentiates a PC game and a good console game. The Journeyman Project did well on the PC, spawning itself a sequel. The game has now been ported to the PlayStation as an original game under the name Pegasus Prime.

Pegasus Prime uses a point-and-click interface. You can move in three directions: forward, left and right. The absence of backward movement hinders the realism of the game. If you move too far forward and



want to go back, you have to turn around and backtrack to where you were. The menus and movement are reminiscent of another console point-and-click, Sega's Jurassic Park on the Sega CD.

The game controls very



loosely. Movement is slow, and in long hallways, you have to keep pressing forward to move. Your character stops every few feet, which can get frustrating at times. Playing this game on the PlayStation is no different than if it were running on a PC.

Pegasus Prime has good rendered graphics, and the movement through hallways, while slow, is quite smooth. The cinemas and effects are futuristic, and add to the feel that this is a true sci-fi adventure. The human characters of the game have been captured



Once inside the Pegasus, you'll travel back in time to repair the time continuum. Time travel can be an electrifying experience.



Your computer gives some helpful advice during the game.

Gamer's EDGE

Back to the Future

After travelling back to 200 million B.C. to retrieve the Historical Log, you'll return to an altered future to view the contents. The computer analyzes the data from the Historical Log placed in the past to the altered future that is occurring now. Pay attention to the differences, as you'll soon have to go back to the future to correct those. When you arrive at the altered future, your boss Jack Baldwin will attempt to stop you from erasing the altered past. That's all right though, because under TSA regulations, you have control of the computer.



Behind The SCREENS



Something wicked this way comes, to destroy the future.

You can (and do) meet up with robotic life, and they're not always friendly.

Your goal in the game is to repair the timeline that has been disrupted.

To achieve your goal, you'll travel through time to make sure certain events happen the way they are supposed to. By preventing the launch of a nuclear missile, you'll save the world from turmoil and insure that Earth can form a peaceful international organization. Stopping a renown scientist from being assassinated will help that cause even further and make



In the past, to get to the Historical Log, you'll travel over this handy little bridge. Who knew the past could be so cool?

on green screens and overlaid into the environments. The FMV is smooth, with no trace of the graininess that plagues other such games.

During the game, your personal agent comes on screen to remind you of

game, it would have been nice to see a few more intelligent computer comments.

The environments you travel through are super-detailed; the designers took a lot of time to make them look good. While on your journey, you



"...has good rendered graphics, and the movement through hallways, while slow, is quite smooth."

important facts, your mission or to tell you where you are. Some of the hints aren't. Some of the painfully obvious info given out by your personal agent during an Environment Analysis is what location you're in. In a three-CD

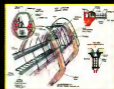
cannot make contact with people living in that time period, or you will disrupt the temporal wave. If, by chance, you do run into people of the past, you will disappear from time forever. Your personal agent will warn you if you are in close proximity to human life.

peace with alien life forms.

Console gamers have "different tastes than those who do their playing on the PC. The version EGM received was still a work in progress, but consoles are not suited as well to the type of game that Pegasus Prime is. ■



Green screen video Captain puts the actions in a futuristic world.



The designer watched us do the game's environment test.



RELEASE DATE	DIFFICULTY
2nd Qtr. '97	Moderate
PUBLISHER	CD/DVD
Acclaim	30%
THEME	PLAYERS
RPG	1 CD-ROM

PLAYSTATION



CROW CITY OF ANGELS

This Crow Has All The Funky Moves

The gothic experience can be obtained not only through the movies nowadays. Now gamers who fancy themselves "goth" can play *Crow: City of Angels* based on the big-screen version and enjoy every dark minute of it.

Players control Ashe, a supernatural hero, who's unjustly killed. He returns from the land of the dead to avenge his and his son's death.

Gamers shouldn't take this lightly, since there are a whole city full of bad guys waiting for them.

The graphics are similar to *Perfect Weapon* but have a style all their own. A dark atmosphere, much like the movie, makes this title a little eerie. For example, in one level Ashe starts on the mast of a ship. The fog is in the background and the only illumination is from small hanging lamps above. Enemies come from several sides, firing rifles.



Besides rifles, players can pick up a whole array of different items. Some include pistols, bottles, pipes and rocket launchers, among others. These can help since some enemies can be pretty

tough. (Check the sidebar on weapons for more info.)

All of the enemies in the game have been animated with Acclaim's own motion-capture technology. Some of the enemies feature over 15

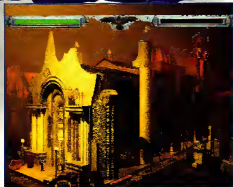
WEAPONS



Like the moves in the game, *Crow* features a whole bunch of different weapons to find. What's nice about the weapons is that when gamers are done using them, they can throw them at the enemy, which explode on contact. Does this happen in real life? Be careful of the more explosive weapons like the rocket and flaming cocktails. These will knock off quite a bit of Ashe's power, besides killing the enemies who are close enough. Remember to use hand-to-hand combat when the weapons fall. Otherwise Ashe will sleep with the fishes once and for all.



Some of the cinematics are a little strange. Watching them really makes you hate the bad guys. Besides this, they are done well.



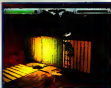
The levels range from a pier to a church and pretty much everything else dark in between. Gamers will play through all of these.

moves. The main character that gamers control, Ashe, features close to 50 moves.

The game itself is a 3-D fighter, in the sense that it's like *Final Fight* or *Streets of Rage*. Couple one of these classic side-scrollers with

While gamers make their way through each level, small crow icons will appear to guide Ashe through the level. These only appear after the proper amount of enemies have been killed.

Players start at the pier. As



The lighting in the game makes for an eerie, gothic mood.

RELEASE DATE	DIFFICULTY	
January	Moderate	
PUBLISHER	% DONE	
Acclaim	90%	
THEME	PLAYERS	SIZE
Action	1	CD-ROM

gamers advance to the tomb. As the name might suggest, this one is a little scary. From there the level gets more intricate and difficult.

In one level, gamers are warped back to the land of the dead where they must fight their way through and make it back to the land of



"Cinemas provide...some disturbing imagery..."

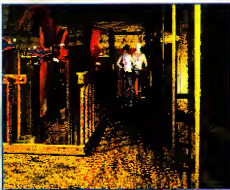
Alone in the Dark and you have *Crow: City of Angels*.

Cinemas provide background info and some disturbing imagery at the beginning of the game which continue throughout. In the intro Ashe and his son are shot in the head at close range. Of course, no one was hurt in the making of this intro since it was rendered. Unless the motion capture was that real!

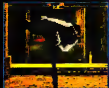
they make their way inside, some fairly easy enemies think they can get a piece of Ashe—they couldn't be more wrong. After playing through this one,

the living to take out an extremely powerful henchman.

EGM doesn't want to give away the ending, but if gamers were able to see the movie, chances are they know what will happen—that is, if they have enough skill. ■



Some of the background elements allow interaction.



The roundhouse is an all-around effective move, but be careful when using it against enemies with weapons.



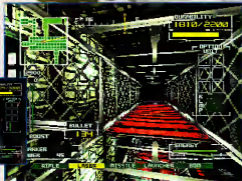
Ashe has a load of moves—close to 50 as the *Next Wave* text mentions. Some of these include punches, kicks, head butts and flips. The different moves have a greater or lesser effect depending on what enemy they're used on. The roundhouse moves best all around. Gamers who are lucky enough to find weapons may find that these work better than the hand-to-hand moves (or foot-to-head for that matter). The motion-capture animation of all the characters helps to make all of the moves look realistic. Here's a look at some of the moves from the game. Note: There are many more where these came from.



When an enemy comes from behind, give Nim a quick boot to the stomach with a backwards kick. It's a painful one.



PLAYSTATION



Brahma FORCE

Jump And It's A Whole New Game

PlayStation gamers have been given more than a few first-person perspective action games in the past year or so.

Starting with Kileak: The DNA Imperative, gamers witnessed a futuristic journey into the halls of action using a mechanized attack vehicle.

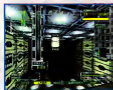
That legacy continued with its sequel, Epidemic. Now, the team at Genki in Japan have stepped up the genre and created Brahma Force.

The key in Brahma Force is exploration. The game's levels expand around you as you traverse the landscape, enemies and power-ups scattered all over the place. Working your way into the heart of the enemy ship is



your goal, and each floor presents a new problem.

Instead of being a blast-'em-up carnage fest, Brahma Force is heavy on puzzle solving. Before each mission, you are briefed on the objective and given pointers on where to find the goal. Your dexterity is put to the test, and you'll find yourself looking up, down and jumping to higher levels with ease.



The game controls very naturally, and every button is placed for ease of use. Probably the biggest diversion from the formula of first-person perspective robotic hunt-and-search games is that you can jump. While on its face, that doesn't seem like that big of an upgrade, but once you start playing, you quickly realize what kind of dimension it adds to game-



play. Hidden passageways are sometimes not so obvious from sight, and only by jumping can they be reached. Jumping over obstacles instead of having to go around them makes travel a lot easier.

The first couple of levels don't pose any major challenge to the experienced gamer. As you get deeper into the ship, levels get bigger and more complex, with elevators,

Gamer's EDGE

Here are just a few of the items that you'll find along the way during your descent.

Stockpiling energy and weapons in the first few levels is helpful for the later floors. Energy that is plentiful in the first few stages is scarce as you get farther along.

AP-200 Armor

Collecting the AP-200 will increase your armor so that you won't be as damaged by enemy fire.



EC-200

Also an armor upgrade, it boosts your power by a few levels and prepares you for the damage yet to come.



Banger

A weapon of mass destruction, the Banger can be used to destroy lots of enemies within a small space.



Energy Module

Collecting these replenishes your stash of energy so that you can use your shield longer.



Cartridge

Boosts your ammo stock with the weapon you're using. Defeated enemies drop these frequently.



Key Module

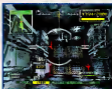
Gain entrance to locked areas by picking up Key Modules. When in your inventory, use the action button to open the door.





If you take too long in a level, a timer appears.

catapults and secret doors. Positioned around each level are computer terminals, which when activated put you in contact with your team for more info about the level. If you miss an important detail from their transmission, you can call it up on your recorder.



Enemies can be anywhere, even on the ceiling.

around each floor. Weapons consist of a standard rifle, laser, missile launcher and bomb. Within these categories, there can be more than one weapon.

There are two stages of health: durability and energy. Durability counts as health.



Keep an eye on your durability level. When it gets low, the screen begins to flash red, so be careful or you're dead.

"Instead of being a carnage fest, Brahma Force is heavy on puzzle solving."

The graphics in each level change as you get deeper into Beltlogger 9. The game isn't made up of flat floors and platforms, but inclines and ramps to travel down. Gather a new weapon and collect WPA's to super-charge your ammunition. Extra health, energy and the like are scattered evenly

When it reaches zero, you are dead. The energy bar represents your shield energy. Your mech has a shield which can be used as long as you have energy. Press and hold the button to activate it, and watch the green glow surround the ship. The only drawback is that you get

knocked backward when hit, shield or not.

The Bosses are big and detailed, with rendered cinematics that play while you fight them. Finding their weak points can be difficult. If you prefer puzzle solving to fast action and blasting, Brahma Force is for you. ■



You can look down over the edge to see what's below.

RELEASE DATE	DIFFICULTY	
April	Moderate	
PUBLISHER	% DONE	
Jaleco	80%	
THEME	PLAYERS	SIZE
Action	1	CD-ROM

Missile

Harder to kill enemies can be damaged more using the Missile. Instead of the normal rifle or laser



Repair Module

Replenishes your durability. Stockpiling these will help out when matched with a hard level or Boss.



SAPU

Powers up your shield. Before passing into a new level you should use these to power your shield.



Shell

Your launcher could use some of these shells. Bosses beware, this can inflict some major damage!



Shield Bit

Gives your shield a burst of protection for a limited amount of time. Use while fighting a Boss to survive longer



Star Shell

Helps you to get past tougher areas by powering up your shield.



Storage Containers

These hold valuable power-ups, when they're not just on the ground



WPA

Takes an ordinary weapon, and adds power to it in the Options Screen. Use these wisely to power up each weapon





WAR GODS

Oh Gods, You Devils

In the realm of 3-D fighting, there are standards. Gamers have been enjoying Tekken, Toshinden and Virtua Fighter for years. Only recently have U.S. developers turned their attention toward this genre. War Gods is the first 3-D fighter by a major U.S. arcade vendor. Midway's fighting game reputation was made by Mortal Kombat, and War Gods was their first venture outside of that universe.

Comparing War Gods to other 3-D fighting games is

pointless—it's not like other 3-D fighters. It's the "MK" of 3-D fighting. The only thing missing is the style that Ed Boon and John Tobias brought to fighting games. It's not an easy task to duplicate the kind of style that they set forth, and many have tried. (BloodStorm and Time Killers being the two best examples of games that tried to copy MK, but failed miserably.) War Gods feels a lot like MK, but the feeling of a Mortal Kombat game is gone. Since both games are made by Midway, it's natural to compare the

two. Even if they were by different companies, comparisons would be made.

The graphics, while decent, seem flat and two-dimensional. The colors are dull and washed out, except for the green glow that is present throughout. Blood spatters away in globs with each hit, but the comical feeling is gone. The characters look like they're made up of stick figures instead of being motion-captured models. The kicks and punches look awkward to perform, and all projectiles are two-dimensional.

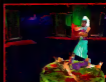
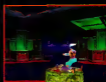
The backgrounds and fighting arenas are big, and very detailed—up to the standards of other 3-D fighters. If the amount of attention was given to the fighters' animation that was given to the backgrounds, War Gods would be a better game.

At this stage in its development, there is still time to fix a



Though the characters are in 3-D, the projectiles and effects are 2-D. Here Ahua Kin traps Kabuki Jo in a fireball.

Fatal INSTINCT



What would a game be without MK-style fatalities? War Gods has a slew of them for each character, some dependent on the character's background to how they play out.



An uppercut as a finish launches your enemy into the air.



Bloody EUPHORIA

Having been popularized by *Mortal Kombat*, *War Gods* spills even more hemoglobin. What's better is that the blood stays on the arena floor, much like *Kasumi Ninja*, for the now-dead *Atan Jaguar* system. Surely the congressmen who have been looking at violence in video games will find *War Gods* as fodder for their crusade, but at least the game has a warning before the Title Screen.



few things. The gameplay hasn't yet been sufficiently tweaked, and control is a bit on the loose side. The game controls in 2-D during each fight. If you want to dodge attacks, you have to hold the 3-D button and tap up or down. Instead of this route, it would be beneficial to be able to assign commands to the top L and R buttons, like dodging or other specials. Let's hope that Midway adds this to the home version before its release.



War Gods would also benefit from the addition of a Training Mode. Since the game may not be familiar to gamers (the arcade game never got sufficient distribution), a mode to learn some of the controls would only help, especially with fatalities.

Let's look at *War Gods* from a purely fighting game aspect. It isn't on the same level as *Virtua Fighter* or *Tekken*. As a 3-D *Mortal Kombat*, the game does pretty well. However, when new MK games are released, they have something new, something that sets the game apart from all the others in the genre. *War Gods* is lacking a new feature to grab players and make its mark in the ranks.



Anubis' Pyramid Hold reels the opponent in for the kill.

Something as simple as a power-up meter or weapons would have made an excellent addition.

Fighting game fans who enjoyed *War Gods* in the arcade will want to try the home version. Look for *WG* to be reviewed in a future issue of *EGM*.

"...a mode to learn some of the controls would only help, especially with fatalities."



RELEASE DATE	DIFFICULTY
March	Hard
PUBLISHER	% DONE
Midway	40%
THEME	PLAYERS
Fighting 1 or 2 CD-ROM	



Cast of CARNAGE

War Gods has a cast of 10 characters, each with his/her own special moves and fatalities. Some of the characters are a bit on the weird side. All have been chosen to fight, and fight they shall!

Ahau Kint: Alohah Ahau is one tough opponent. Don't get caught in a fireball.



Anubis: An Egyptian god. Anubis sports the mask of a dog, and fights with strength.

Cy-5: Cy is a superhuman cyberman who is bent on becoming a god.



Kabuki Jo: This Kabuki fighter has a smorgasbord of projectiles.



Maximus: Strongman Maximus can knock your block off so watch out.



Pagan: Leather-tot'n' Pagan looks more like a superhuman dominatrix.



Talk: What's a rock man to do? Big and bulky, he's also a bit on the slow side.



Vallah: A goddess who looks like she just might be from the Viking age.



Voodoo: Who do Voodoo? Voodoo! Sharp claws and a tendency to spit fire.



Warhead: Johnny Cage in fatigues gear. Has a nasty martial-arts style.

COMING TO THE
SATURN
 THE BEST OF THE BEST



LUNACY

A Tale Of Two Cities

Full-motion video has earned a bad reputation among game players, and developers rarely use it outside of game intros anymore. But not all FMV games are total stinkers. Titles such as *D* proved that video-rich games can still immerse players in an intriguing story.

And full-motion video's reputation may get another boost from Atlus' soon-to-be-published *Lunacy*, which will hit the Saturn in February. *Lunacy* plays much like *D*, with players wandering through a vast, prerendered environment that spoofs off the CD in hundreds of FMV sequences. Fortunately, movement through *Lunacy*'s dark world isn't nearly as slow-going as movement in *D*, whose main character plodded along at a snail's pace. *Lunacy*'s hero scoots about at a brisk pace.



Lunacy's huge cast means you'll do as much talkin' as walkin'.



But quick feet are a necessity in *Lunacy*, since the game packs two enormous cities, each on its own compact disc. Players start in the City of Mists, in which lies a hidden door to another, ancient city—one that grants the wishes of its residents. Little is known about this legendary city, and the only proof of its existence are the few enigmatic folks who have emigrated from this wish-granting world. These immigrants bear a bizarre mark on their foreheads, so they're easy enough to spot. Unfortunately,



they lose all memory of their previous life once they enter the City of Mists.

Players guide Fred, a young man who carries the mark on his forehead. The ruler of Mists forces Fred into finding the entrance to the legendary city. So players spend the first half of the game wandering through Mists' dark alleyways, graveyards and shops, talking to people and digging up clues about the legendary city.

The second half of the game begins when players find the city; this portion of the adventure is contained on the second disc.

"The game packs two enormous cities, each on its own compact disc."

RELEASE DATE	DIFFICULTY	
February	Moderate	
PUBLISHER	% DONE	
Atlus	75%	
THEME	PLAYERS	SIZE
Adventure	1	CD-ROM

As soon as Fred enters the Legendary City, he causes problems that could throw both worlds into chaos. Players spend the rest of the game trying to restore balance to both cities.

Although Atlus is publishing *Lunacy*, the game was developed by Sega, which is also translating it for U.S. players. While it might seem strange for a third-party company to publish a game created by Sega, this practice is nothing new. As it has done with games such as *Virtual Hydlide* and others in the past, Sega often lets third-party developers publish its low-profile titles. This way, Sega can pump all of its marketing muscle into its big games. When Atlus saw that Sega was looking for a third-party to publish *Lunacy*, it jumped at the chance. Judging by our early look at this adventure, Atlus made a wise decision. ■



Lunacy's gloomy locales make for a less than cheery story.

Next Month

EGM²

Tips, Tricks and Strategies for Home and Arcade

February 1997

We are continuing to support games on all platforms as *EGM* delves into several titles that are released not only in the console world but as computer titles as well. Check out the multispinning coverage of games like *Re-Loaded*, *Tunnel B1* and the classic



The classic PC game of the year brings all its strategy and tactics to the console in this great crossover.

Command & Conquer.

Also in this issue are a couple of classic games remade. *Mega Man 8* and *DKCS* make a big comeback on the PS and Super NES respectively.

Then, to really start your engines, we have some great N64 coverage. Check out the first blowout of the anticipated remake of *Mario Kart*. This racing title is sure to be a huge hit. Also, learn the way of the Force in *Shadows of the Empire*, the awesome 64-Bit Star Wars title that fans have been waiting for. Learn all the secrets to become a Jedi.



One of the most successful multiplayer games comes out in style for the mega-bit N64. You'll get all the tips and techniques on how to play better as well as how to trash your opponents in the initial blowout.



Classics from the days of 16-Bit make a comeback as some famous titles like *Donkey Kong Country 3* and *Mega Man 8* resurface in great style. Check out all the tips and secrets to get you totally immersed.

ELECTRONIC GAMING MONTHLY

March 1997

The *EGM* editors are in the air flying to Japan once again to get more exclusive photos and information on the two hottest arcade games of 1997: *Street Fighter III* and *Tekken 3*. As usual, you'll find this exclusive information and pictures only in *EGM* and months before everybody else.

As for previews, our editors have been working hard on getting the first information on *Swagman*, *Crypt Killers*, *Clay Fighter 3* and more. If the game is being made, you'll see it in *EGM* first.

Our Review Crew is already tearing into *Mario Kart 64*,



Don't buy a game until you see the ONLY unbiased reviews in the industry.

Hexen, *MechWarrior 2*, *Tenka* and *Mega Man 8*. As you know, our crew is brutally honest and you won't see all high scores from them as you see in other mags.

Plus look for a special feature on a game with a "4" in it!



FEATURE STORY

EGM breaks the first news and pictures on the long-awaited *Tekken 3*. We're not done yet!

Watch for part two of our world-exclusive coverage of this hot coin-op.



The *EGM* correspondents have located a test version of *Street Fighter III*. Watch for part three of our coverage!

SPORTS

NEXT-GENERATION SPORTS FINALLY
COME OF AGE...

It's been about three years since the 3DO popped the cork from the

32-Bit bottle, ushering most of us into the new era of gaming. Ironically, one of the best-selling mainstays of the video game industry—sports games—has strangely either been subpar or neglected for the most part until now.

Let's be realistic. There have been some pretty decent sports games for the next-generation systems, but they have all lacked something that kept them from being excellent. It seemed like gamers were being served a never-ending parade of rehased 16-Bit games. I can't think of one that didn't have a glaring fault or weakness. It started with Madden, which was a nice entry for the 3DO because it whet our appetite for games to come. NBA Shoot Out impressed, but was too slow and robotic. NBA Live '96 played great, but looked like... well, let's not say. Next, Sony's admirable first effort, NFL GameDay '96 had its strong points, but it had a lot of weak ones that you might expect from a rookie trying to break into sports gaming. The bad news is that we had to sit through all of those growing pains. The good news is that they may be ending.

In retrospect, it appears that the fall of 1996 marked the maturing of the sports game industry. Kicking off with excellent titles such as Madden NFL '97, NCAA GameBreaker, Worldwide Soccer '97 and Mario Andretti Racing,



the quality and variety of titles available has greatly increased. For example, NFL GameDay '97 erases almost every problem that hurt the original, making it the best football game ever. EA's NBA Live '97 is substantially improved over its uglier predecessor. Games like VR Golf, NHL FaceOff '97 and NHL '97 round off the rest of the more popular sports. What further demonstrates that 32-Bit sports are alive and well is that the "second tier," or less popular sports are finding their way onto the platforms. Titles such as ASC's surprisingly addictive bowling simulation, Ten Pin Alley and Interplay's realistic Virtual Pool are helping to cover every sports genre.

So what does the future hold? It looks like, for the most part, that the improvements are continuing. There's always going to be rotten eggs here and there, but it seems certain that the ratio

of quality to junk will substantially improve. Our look at Shoot Out '97 impressed us, and there is a wide field of exciting racing games on the way for '97 such as Sony's Rally Cross, and two N64 racers: Kemco's Top Gear Rally and Seta's Rev Limit.

With this new era of games, comes a new Team EGM comprised of two avid sports gamers, Dean and I. We hope you'll come along for the ride.

THE LINEUP

- **PREVIEWS**
 - NBA SHOOT OUT '97
 - PEAK PERFORMANCE
 - RALLY CROSS
 - RUSH HOUR
 - TEST DRIVE: OFF ROAD
- **BOX SCORES**
 - COOL BOARDERS
 - CRUISE USA
 - FIFA SOCCER '97
 - NFL GAMEDAY '97
 - NFL '97
 - NHL OPEN ICE
 - TEN PIN ALLEY
 - VIRTUAL POOL

QUICK SHOTS



Grand Slam Baseball hopes to score with PlayStation sports fans.



St. Andrew's Golf by Seta of Japan could be the golf game that the N64 needs.



Total Drivin' is an SCE Europe realistic racing simulation which could be brought to the U.S. in early 1997.

RALLY CROSS



PLAYSTATION

Sony's off-road racing game looks to rally with the best of them



The split-screen two-player version of Rally Cross is similar to Sega Rally. The finished product will allow up to four racers simultaneously.



There's always one thing for certain: Pretty snowflakes make for good racing.

Rally Cross looks like Sony's answer to Sega's Rally, which hasn't been topped since its release on the Saturn a year ago. Sony's Rally Cross appears to have the graphic quality and gameplay firepower to give the long-standing king of off-road racers a run for its money.

Immediately apparent is the level of depth and attention to detail Sony has gone to to make things as realistic as possible. This shows most noticeably in the vehicle physics and the way in which it affects gameplay. Four-wheel independent suspension along with true acceleration and braking characteristics takes this off-road racer to the next level of realism. Hitting a dip in the road or a banked curve at the wrong angle end speed will result in your vehicle flipping or rocking back and forth, making it hard to regain control.

Other more entertaining driving maneuvers include power-sliding, jumping and



Sand, ice, water, mud...Rally will make you wish for pavement.

impressive roll-over crashes. Be warned, as the vehicles take visible damage as the race continues on.

A hefty 20 different cars are offered, all with their own distinctive speed, acceleration, traction and handling characteristics. Unfortunately, the

vehicles in Rally Cross are not name-brand cars. Nonetheless, the cars hold their own with their sporty styling, functioning brake lights, rotating wheels and a good "throaty" engine growl that will make you forget that you aren't racing brand-name cars.

The racing environments are large, impressive and detailed. There are six courses in all, each with three separate tracks. You also have the option to race them backward in order to prolong gameplay.

The tracks range from a stadium-cross to an island course. This diversity allows for a variety of racing surfaces. Your vehicle will have to traverse dirt, snow, ice, gravel, pavement, grass and sand as you make your way through all of the tracks. Many of them have secret roadways and other bonuses hidden amongst

RELEASE DATE	DIFFICULTY	
February	Moderate	
PUBLISHER	SIZE	
SCEA	CD-ROM	
PLAYERS	THUMB	GRADE
1-4	Racing	50%

PLAYSTATION



I SHOOT OUT '97

Sony's new basketball game looks great and plays even faster.

The new editions of Sony's sports games such as NFL GameDay '97 and NHL FaceOff '97 were major improvements over the originals. Judging from everything that we've seen in this early look at Sony's new roundball title, Shoot Out '97 doesn't look like it will buck that trend.

For starters, Shoot Out '97 looks and moves absolutely wonderfully. Imagine detailed 3-D graphics that easily outperform last year's version with some additional, motion-captured basketball movements. That means there will be no more silly, unrealistic annoyances such as jumping straight in the air regardless of momentum, or bouncing between defenders like they are padded concrete walls. Also, as a result of this increased animation, the players will move much more fluidly, making the game feel more realistic.

In addition to adding more regular player movements such as different types of jumping and dribbling, a slew of exciting

dunks were added to spice up play. There are seven types of left- and right-handed dunks that include all sorts of opponent-embarrassing slams. Alley-oops, tomahawks and two-handed slams make up part of the available repertoire. Oh yeah, and you can replay those dunks at a variety of camera angles for full effect.

One of the more interesting features new to Shoot Out is the innovative "Icon Passing." I find this feature welcome because it allows you to choose exactly who you want to pass the ball to. How many times have you tried passing the ball to a particular teammate in any basketball game only for it to be passed to someone next to your intended target? Of course, by the time you finally get it to that player through a variety of unnecessary passes, the intended player isn't open any longer or you turn the ball over.

Well, Shoot Out's "Icon Passing" is geared to



It appears that this version of Shoot Out will play great in addition to just looking the part. If so, Sony will slam home another winner.



remedy all of those problems. To visualize how this interface works, think of the passing icons that represent the receivers in NFL GameDay or Madden and you'll basically understand the concept.

will also add a variety of new strategic defensive features. These options will consist of user-selected double teams, in addition to different amounts of defensive pressure. Season play will also enjoy some enhancement as an NBA All-Star game based on your season can be played. Additionally, you can create players (useful for creating unlicensed players like Jordan and Birdie) and sign free agents. Avid fans will be happy to know that Season Play will also keep track of more statistics, which was something that the original lacked.

Like GameDay '97, Shoot Out '97 looks like it will correct most of the problems that plagued its older counterpart. The question is, will these changes propel Shoot Out to the elite rank presently held by games like GameDay '97?



Rest assured, there will be plenty of different high-flying dunks to keep this game sizzling on the offensive side of the ball.

During play you can bring up the icons under your teammates and pick which one to pass the ball to. You don't need to use this for every pass, however. Maybe you'll only want to use it to "thread the needle," so to speak.

To improve the realism in the game, Sony says that they have substantially beefed up the computer intelligence, and



The new Shoot Out will include free throws, unlike the original. Just kidding. This is a good shot to show the level of player detail.

RELEASE DATE	DIFFICULTY
March	Moderate
PUBLISHER	SIZE
SCEA	CD-ROM
PLAYERS	% DONE
N/A	30%

There can
only be ONE

#1

NCAA
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PLAYSTATION

Peak Performance

Atlus drives their quirky racer from Japan to the U.S.

Peak Performance is a unique breed of racing sim that brings together a large amount of depth and realism while holding true to what makes arcade driving games fun. What is most prominent in this game is the ability to "power-slide" the cars around every corner without losing any speed.

Peak Performance could best be described as a mixture of Ridge Racer-like graphics with Daytona driving characteristics. The name of the game is "power-sliding" and this game has plenty of it.

There is an overwhelming selection of 26 different



vehicles broken up into five different categories. As a unique bonus, vehicles not known for their racing prowess such as a Semi Truck, a Greyhound Bus and a Scooter are also available in the "Special Class" category. A Time Trial Mode is offered in addition to its One- and Two-player Modes (which allows you to choose vertical



or horizontal split-screen).

In addition, there are plenty of prerace options. Players can select the vehicle's color along with the ability to adjust its gear ratios, handling and even the shock-absorbers through the "Tune Option" offered before each race.

Three long courses are available that can be driven forward or backward. The tracks are based in and around rural settings with many winding corners, cliffs and intersections to maneuver. Selectable driving conditions include

Sunset, Midnight, Mist and Sunny. Rounding out the list of variables is the skill option which offers five levels of play.

With unique driving techniques and a ton of options, Atlus' new racer might pique racing fans' interest.

RELEASE DATE	DIFFICULTY	
Now	Moderate	
PUBLISHER	SIZE	
Atlus	CD-ROM	
PLAYERS	THEME	% DONE
1 or 2	Racing	80%

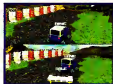
PLAYSTATION

Test Drive: Off-Road

Accolade takes their popular series to rougher territory

Racing simulation fans have had a lot to be thankful for over the last year. With groundbreakers like EA's Andreotti Racing and Psygnosis' Formula One, players have had their hands full mastering the art of Indy car and Formula One road racing. Now it's time for the next wave of 32-Bit racers to hit the shelves and there's not a sign of asphalt in these puppies...just dirt, sand and snow and mud!

Accolade's Test Drive: Off-Road puts players in control of four different heavy-duty 4XAs that must tackle several obstacle-laden tracks. Each vehicle, whether it be the Jeep Wrangler, the Land Rover



Defender 90, the Chevy Z-71 or even the famed Hummer, will have its own handling characteristics, as well as several other features unique to that vehicle. Each vehicle's dashboards and instrumentation are digitized right from the real thing. In addition, six other vehicles will be available by code including a monster truck and a baja bug. Cars will display damage when colliding



with other vehicles and various objects on the road.

Players can choose from two different modes: Class Racing, which puts all the same type of vehicles in a race together, or "Unlimited," which mixes up the classes for an all-out contest to determine which type of vehicle is king of the off-road mountain. Two-player split screen or link-up play is also available.

The 12 courses feature sand, snow, mud and dirt as the primary racing surface with plenty of hills and ditches to maneuver. Large amounts of road debris including logs, rocks and even the wreckage of a downed airplane make things even more challenging.



The carnage is accentuated by the music, which is provided by the group Gravity Kills.

Controls are pretty straightforward, except for one nice twist which allows players to power-slide around corners by using a handbrake control.

The genre of off-road racing continues to heat up, and Test Drive looks to be one of the early front-runners in that growing category.

RELEASE DATE	DIFFICULTY	
February	Moderate	
PUBLISHER	SIZE	
Accolade	CD-ROM	
PLAYERS	THEME	% DONE
1-4	Racing	60%

RUSH HOUR



Psygnosis has always been one of the most active makers of great-looking racing games for the PlayStation, and it appears that they don't have any plans of letting up now that Rush Hour is nearing completion.

Rush Hour is a racing game that utilizes the same three-fourth perspective that made classic games such as R.C. Pro-Am and Rock 'N Roll Racing so popular. At this point, it doesn't look like Rush Hour will be nearly as wild. There are no weapons or other gadgets



that will help you win the race, or make others lose it.

What Rush Hour does have is some outstanding 3-D racing environments. The tracks are very complex, with multiple layers of roads criss-crossing over each other. On the Coastal track, the road may wind along a mountain, while on a city, the track crazy sprawls in many directions in an unorganized fashion. It's not unlike many of our city's horrible highway sprawls. The track's graphics are very impressive, and it's clear that from what we've seen



As you can see from these different pictures, Rush Hour provides a variety of ways to view the action.



Could Psygnosis' offbeat racer become the RC Pro-Am of the '90s?

PLAYSTATION



The tracks can get narrow and cluttered. When they get narrow and cluttered near a turn, that's when the fun begins.

in Rush Hour thus far (and other Psygnosis racing games), they will be one of the strong points in this racer.

Rush Hour offers 16 different vehicles to race with, and they are divided into two groups: Performance Cars and Off-Road Vehicles. There are eight



Great track design: Overpasses, crisscrosses—you name it.

There are three single-player modes of play available: A Single Race to quickly let you jump into the game, a Time Trial which allows you to race against the clock and a Championship Mode which takes you through all of the circuits while saving wins. There is also a two-player, Split-screen Mode that should keep the gameplay fresh for a while.

Psygnosis' new racer looks great, but whether or not the gameplay matches will determine if gamers rush to buy it.

of each kind. The Off-Road vehicles consist of choices like a Hummer or a Semi Truck while the performance vehicles let you rip loose with nimble Ferrari or Porsche-like cars. The divisions are designed to keep you from racing mismatches, which inevitably would make the game boring. Although it would be interesting to pit that sleek sports car up against a slow, trudging Hummer just once, it's not going to make for very competitive racing.

RELEASE DATE	DIFFICULTY
March	Moderate
PUBLISHER	SIZE
Psygnosis	CD-ROM
PLAYERS	GENRE
1 or 2	Racing
	60%

Sporting Game Reviews

NFL GAMEDAY '97 • PLAYSTATION • SONY

Craig Kujawa

Sony has really surprised me with one of the best sports game sequels in a long time. After the first GameDay, I had a mental laundry list of everything I wanted Sony to correct. Not only did they fix just about every flaw that marred the original without breaking anything, but they also added some innovative features such as the "Total Control Passing" and some nifty advanced Jukes. Sharp graphics, brisk gameplay and a healthy dose of realism and fun make this title the best football game ever.



With the addition of "Total Control Passing" accurate difficulty settings, enhanced power moves and greatly improved game speed, GameDay '97 is as solid as a 32-bit football game can get. The "money plays" that plagued the original GameDay have been fixed in an effort to make the game as realistic as possible. Beginners as well as football simulation junkies will be satisfied with the game's ability to entertain and challenge players of all skill levels. This one's a keeper.

Dean Heiser

FIFA '97 • PLAYSTATION • ELECTRONIC ARTS

Craig Kujawa

FIFA has always been one of the leaders when it comes to graphics on soccer games, and FIFA '97 is no different. The players are huge, but are meticulously detailed right down to their jersey numbers. The fields, both outdoor and indoor, look fabulous, and the atmosphere is true to the sport. Unfortunately, the control is clumsy, and essential elements in soccer such as passing efficiently are a chore to do. The gameplay just doesn't feel as polished as the graphics.



With 42,000 real players and 250 international teams, FIFA Soccer '97 is abundantly long on stats and realism but short in the more important area of gameplay. Control is a little loose and overall game speed is not quite fast enough. Playing in Arcade Mode helps the speed problem a little, but doesn't redress the game. FIFA is a competent game, but with so many great soccer games out there it's better to be a little better than competent to compete effectively.

Dean Heiser

CRUIS'N USA • NINTENDO 64 • NINTENDO

Craig Kujawa

We've been a little spoiled by all the excellent software that has hit the N64 in the early months, and now it's time to suffer through the flip side of the coin. Cruis'n USA was a decent arcade game, but the home version isn't a perfect conversion. The 3-D graphics have been translated pretty well, but the repetitive music is absolutely horrendous. The two-player Split-screen Mode is somewhat entertaining, but gets too choppy when many cars are on screen. I only recommend this if you are a fan of the arcade.



As a straight port-over from the arcade, Cruis'n USA for the N64 leaves a bit to be desired. Gameplay is erratic using either analog or digital controls. Both cause the car to turn too sharply at the higher speeds, especially when using Two-player Mode. Animation is adequate but seems dated by today's game standards. It certainly fails to show off the processing power of the N64. In addition, the two-player Split-screen Mode suffers from slowdown when things get congested. If all that wasn't enough, the music is quite lame.

Dean Heiser

VIRTUAL POOL • PLAYSTATION • INTERPLAY

Craig Kujawa

It's about time someone made a serious pool game for a console system. Virtual Pool delivers, but it could be better. Everything you could want in a pool sim is there, including instructional videos and tips on how to make trick shots. The problem lies in control and game speed. For such simple 3-D graphics, VR Pool has a hard time moving them, especially when a ball is on screen. The control is very clumsy and imprecise as a result of the gamepad. If you really like pool, pick this up, along with a PS mouse.



A port-over from the PC, Virtual Pool still holds up on the PlayStation, except for a few rough spots. As with many ports, it looks dated. The graphics are mediocre at best, if not a little stale. In-game jukebox music is the worst of the '90s power ballads—turn it off immediately. At times the game moves slow because waiting for the computer to make a shot can be a long, tedious process. Get by that stuff and the game is the only challenging and realistic pool game console players will need.

Dean Heiser

COOL BOARDERS • PLAYSTATION • SONY

Kraig Kujawa

Cool Boarders is a pretty hard game to get a handle on because riding on snowboards offers interesting racing physics. The graphics are decent, and the CD soundtrack adds a lot to the attitude of the game. Being able to pick from several characters and boards is a nice feature, but an important Two-player Mode is missing. All in all, once you get the hang of it, Cool Boarders is reasonably fun, but since there are so many great racing games, only pick this up if you are a fan of snowboarding or "Extreme" sports.



Overlook the blocky graphics and line-pop-up problems and you will find that Cool Boarders is not too bad. Three mountains provide varying degrees of difficulty, translating into how fast players can speed down them. Perform tricks for points or just go for time. There's no two-player option offered, but a "ghosting" option lets players race against their best time in the form of another snowboarder. The game could use more options and variables, but for those who liked Extreme Games this one is similar.

Dean Hager

NFL '97 • SATURN • SEGA

Kraig Kujawa

After playing great football games like GameDay and Madden, it hurts to play NFL '97. The graphics look atrocious, and they animate just as badly. The gameplay is about average, with some interesting, optional visual aids such as a line that shows the arc of a pass. If it weren't for the nifty Playbook Editor that I wish every football game would contain, this game would have been a total waste. NFL '97 has nice features, but they fall way short in adding up to a good game worth playing.



Sega's NFL '97 is up against some harsh competition in 1997. Because of this, elements like blocky players, bad camera angles, hard-to-read play diagrams and confusing gameplay make this game the runt of the litter in the 1997 batch of football games. On the upside, it is different and semi-innovative with its unique passing graphics and playbook, but not enough to save the game. If you have to have every football game—go get it, if not, check out some others first like Madden NFL '97.

Dean Hager

TEN PIN ALLEY • PLAYSTATION • ASC

Kraig Kujawa

This is the perfect example of a bowling game done right. Ten Pin is an accurate bowling simulation which doesn't take itself seriously. You can choose from several different characters to use, each of which reacts differently according to how you score on the bowling lanes. The 3-D, rendered graphics are superb, and the game's humorous atmosphere is wonderful. With six players being able to play at once competitively or on teams, Ten Pin is both an excellent party game and a fun bowling simulation.



Despite its cheery atmosphere and goof-ball characters, this sleeper hit delivers an accurate and entertaining bowling game to the 32-bit platform. Players need only master aiming, power stroke and release point to become proficient. The game's physics are very good, emulating the spin and power of a bowling ball tumbling down the alley to a tee. The fun begins when playing multiplayer. Replayability is high due to the challenge of the game and with up to six-player capability, this one is a natural party game.

Dean Hager

NHL OPEN ICE • PLAYSTATION • MIDWAY

Kraig Kujawa

Making a hockey takeoff of NBA Jam's gameplay was a good idea, but here it doesn't seem to capture the magic that made that arcade basketball series so popular. This wild, fast-paced, two-on-two (plus the useless goalie) puckfest is fun to play for a short period of time, but becomes pretty boring after a few games or so. If you like this sort of no-holds-barred sports action game, you can do better elsewhere. In particular, Wayne Gretzky Hockey for the N64, made by the same company,



NHL Open Ice is perfect for those who live for fast arcade action and not stick-heavy realism. Players who don't normally get into sports games will easily adjust to the intense speed, exaggerated moves and humorous special features like "Big-Head" play, "On-Fire" and Super Goalie Mode. More importantly, the gameplay is solid and responsive. Although hockey purists may not like this game too much due to its arcade appeal, fans of the arcade version and gamers in general should check it out.

Dean Hager

Interface gives you the chance to praise, gripe, ask, speculate or simply reflect. Letters editor Dan Hsu will discuss some of today's top issues in the video game industry. You can reach him by writing to:

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Also, Hsu cannot and will not personally respond to any letters! The right is reserved to edit all correspondence for space and grammar purposes (to increase your chances of getting your letter printed, keep it short and to the point!).

Letter of the MONTH

IS THE VIDEO GAME MARKET "DOOMED?"

Dear *EGM*,

As a 27-year-old gamer, I have seen games and systems come and go. I can remember when Pong was an arcade machine. I have watched both arcade games and home games evolve and have taken notice what types are popular at the current time. We have had the single-screen shooters (Space Invaders), the single-screen platform game (Donkey Kong), side-scrolling shooters and platform games, and most recently, 2-D and 3-D fighters. Of course, there have been various types of driving games. Remember how realistic *Hard Drivin'* was when it first hit the arcades? Now, the current rage appears to be the first-person corridor shooter. The game companies are really milking this craze. After all, corridor shooters are a dime-a-dozen these days. There are, of course, a few standout corridor shooters such as *Doom* and *Quake* (ever notice how all the great ones come from Id Software?). Now with *Super Mario 64*, look for the 3-D platform game to take off. My question to the game developers is this: When the current popular genre of games becomes "old news," what will you come up with to recapture gamers' interests? Now that the third dimension has been truly captured on video games, it's only a matter of time before developers run out of new, groundbreaking ideas. When the 128-Bit systems come out, you will have better graphics performances, but you will be approaching the point of diminishing returns. The "next level" will be when virtual reality becomes affordable for the home gamer. But that seems to be about 10 years or so away. In conclusion, there could be a near-collapse of the video game industry in about seven to 10 years like what occurred in the early 1980s, unless developers can create something fresh and new, not reshapes of

the tried-and-true. After all, gamers are becoming more sophisticated and more demanding with each passing day.

Donald Davis
dirdonald@concentric.net

Good insight, Mr. Davis. It's scary when you notice all the mediocre games that are out on store shelves these days. Looking at them all, one might fear history repeating itself. The great video game crash of the '80s happened because game companies put out more less-than-stellar products than consumers were willing to shell out money for. The market became saturated with substandard video games, no one bought them, companies lost money, they stopped making games, everyone (including gamers) lost out. Is the future bright? You might not think so when most of the games coming out are either: a) yearly updates of past sports titles, b) side-scrolling games, or c) driving games, not to mention the *Doom*/*Street Fighter II*/*Virtua Fighter 2* wanna-bes like you talked about in your letter. Our only hope is that developers keep coming up with original ideas, and we keep supporting them by buying their products. This month's Top 5 list is for you, Mr. Davis. It's there to recognize *EGM's* favorite feature in video games: originality.

TOP 5 Most Original Games of 1996

5

Worms

Multiplatform



4

Psychic Detective

Multiplatform



3

Blast Chamber

Multiplatform



2

Dragon Force

Saturn



1

Tecmo's Deception

PlayStation



Honorable Mentions: *NIGHTS*, *Tetris Attack*, *Persona*, *Grid Runner*, *Mr. Bones*, *Dark Savior*



Congratulations Mr. Davis. You win an Acclaim Dual Turbo Joystick.

FRUSTRATED

Dear EGM,

I'm writing to vent my frustration. I purchased an N64 a few months ago. Mario 64 was great, though it got real old real, quick. When I decided to get a second controller, I went to over 20 different stores and could not find one. Every store was sold out. So I figured I'd just get the games and worry about two-player action later. Yup, you guessed it—no games either! I went back to the Toys 'R' Us where I got my system, and they had the nerve to tell me that I was lucky enough to even get a system, like it is some sort of privilege to own an N64. After several days of frustration, I just packed the system back up and fought tooth and nail with the manager until I got a full refund. I've had it!! I hope the next person in line is happy with my system. With a little luck, games may be available for him/her by the time they get through Mario 64. Yeah right.

JD Beales
job1012@rit.edu

Well, as we finish off 1996, a few more N64 games are trickling in, but not as many as N64 owners would like. Perhaps Nintendo is purposely releasing only a few games at a time? Think about it. By spacing out these releases, Nintendo can keep demand up for each and every title. You can bet WaveRace sales would have been lower if it were released with 20 other N64 games at the same time instead of by itself. We tried to ask Nintendo what explanation they had for the lack of new titles, but they were unavailable for comment.

FIGHTING VIPERS: EGM TAKES A STAND

Dear EGM,

I've been glancing at the Newsgroups, and it's been apparent that many people (myself included) think that EGM's reviews have been very harsh on Sega. Of course, you can't please everybody, but it seems that EGM gets the lion's share of the accusations of bias. Fighting Vipers is one recent and glaring example of a review that seriously breaks from the scores given by other magazines. I don't understand why your magazine's reviews would be so at odds with the majority of other similar publications.

Kevin Ip
kevin.ip@utoronto.ca

Every game publication that takes a stand or forms an opinion will inevitably be accused of being biased by the readers who feel differently (and who are defensive of their respective game systems). We don't have a single reason to be biased against Sega, or anyone else for that matter. Why would we alienate our Saturn-owning readers? We just tell it like it is. On Fighting Vipers: We think it's pretty amusing that the arcade game was not very popular with critics and gamers alike. All of a sudden, everyone (except EGM) is raving about the home version. Sure it's a great translation, but it's a translation of a game that not a whole lot of people really liked. Perhaps these other mags are inflating their scores to "prove" that they are not biased against Sega. Or perhaps they liked Fighting Vipers all along. Either way, our Review Crew rated the game fair and square. So we weren't crazy about Fighting Vipers, but then again, judging by how popular the arcade game was, most of you weren't either.



Are there any Sega fans out there who thought that our Review Crew scores for Fighting Vipers (5.5,7.5,7.5,6.0) were fair? Write in and speak your mind!

THE AGE-OLD DEBATE

Dear EGM,

Just a while back, I was in Electronics Boutique. The guys there were claiming that certain games were much better on the Saturn than they were on the PlayStation. They said that these games move faster and the graphics are smoother on the Saturn. They also said that the PS really stinks when it comes to 2-D games. My question is: Should I trade in my PlayStation for a Saturn? If the Saturn is the more powerful system, why not? I want to own the stronger system. As I was told, the Saturn seems to be the better 2-D and 3-D console.

vidgamer@usa.pipeline.com

Who cares which system is more powerful? Get the system whose games you prefer. What's the point of owning a powerful system if you don't like the games on it? But to answer your question: It's impossible to say which console is more powerful. A set standard or benchmark does not exist to accurately compare the PS to the Saturn. Both Sony and Sega would probably beg to differ and would be happy to throw some tech specs at you to prove that they're better, but the problem is, comparing these numbers is like comparing apples to oranges. We'll tell you this, however: The Saturn has dedicated background and sprite processors making it easier to make 2-D games on the machine. The graphics processor in the PS has a geometry engine that makes it easier to create 3-D games on the system. Notice we said that these things make it easier, not necessarily better. It's all up to the programmers to utilize these features. If they wanted to (and were able to), they can do great 2-D and 3-D games on either machine. Perfect examples: PowerSlave and Virtua Fighter 2 are great 3-D Saturn games, while Mega Man 8 and Adventures of Lomax are great 2-D PlayStation games. So which console is more powerful? Don't worry about it and just look at the systems' library of games.

ANGRY "KID"

Dear EGM,

I am a 12-year-old girl, and I'm writing to complain about the things I've heard so many people say and write about kids and video games. First of all, from what you read, you'd think adults are the only ones spending money on video games. My brother (10) and I have bought over \$250 worth of video games with money we've saved. Second, a woman wrote in to another magazine and said, "Why make games \$50+ to target an audience 12 and under, who would be just as happy running under a sprinkler?" In the same magazine, an article said children 11 and under wouldn't be able to tell the difference between a 64-Bit game and an 8-Bit game. Anyone with eyes and a brain can tell the difference! As for sprinklers, I stopped playing with them to play video games when I was seven. Third, in your June issue, Charles Shy made it sound like kids only like "cute"

games and adults demand "high-level realism." Well, my 45-year-old dad plays Tetris Attack and Super Mario World, and I usually play Mortal Kombat 3 and role-playing games. I do have something to say that's not a complaint: I think *EGM* and *EGM* are great magazines!

Stacy Kamberis
Buffalo Grove, IL

Well, we're glad we're on your good side! Unfortunately for you and your brother, many members of the older, "more mature" generations tend to underestimate young adults and children. But we do agree that you are way too young to be playing fancy role-playing games. Wouldn't you and your brother have more fun playing the likes of Candyland or Hide-and-Seek? (Just kidding!)

IS THE SATURN'S FUTURE DIM?

Dear *EGM*,

I was in Hill's Department Store, and they had a sign which said that the Sega Saturn has been discontinued, and they would no longer be stocking the machine.

Jerry Suggs, Jr.
jsuggs@n.inf.net

The Saturn has not been discontinued. It's just Hill's Department Stores (which Mr. Suggs Jr. told us was comparable to Wal-Mart) that stopped selling them. With over 161 stores throughout the Midwest and East Coast, this could be a big setback for Sega. Both Sega and the corporate offices of Hill's would not confirm or deny whether the decision to stop selling the Saturn was made because of poor sales. But Sega did tell us that their sales department is currently talking to Hill's to rectify the situation. If they succeed, then Saturns should go back on sale there soon. Hmm...if sales are bad, then maybe Sega should go after the untouched left-handed market...

SATURN SOUTHPAW CONTROLLER?

Dear *EGM*,

Please take a quick glance at the enclosed picture. Notice anything unusual? Yes, the Sega controller has the buttons on the left-hand side! Could Sega actually have made

controllers for left-handed people after all these years?

Larry Mah
Eston, Saskatchewan

Sorry, this controller does not exist (we double checked with Sega to make sure). Sega said the picture is a layout error of some sort.



POWER TO THE CAMERS

Dear *EGM*,

Thank you Leon Wilborn [Interface, *EGM* #89] for pointing out the negative representations of African-Americans in video games. Don't just blame Capcom for this though. Thank Sony for excluding blacks completely from King of Fighters '95. Perhaps we don't deserve a spot on such a highly acclaimed game. Then we have Twisted Metal 2, with three negative black representatives. If that's what you think of us SCEA, then you may go to [Satan's realm] in a handbasket. But now let me recognize those who do represent us fairly. Thanks Acclaim for making the black character Jax an all-American hero. Also, Sega used Adam and Skate in the Streets of Rage series to positively represent our inner-city youth. Please *EGM*, encourage these companies to keep it up. I know they don't want what happened to Texaco to happen to them.

C.D. Wasp
Richmond, VA

Great letter, Mr. Wasp (is that your real last name or are we missing the symbolism here?), though you are criticizing/praising the wrong parties. The programmers at SNK are the ones responsible for designing (and not putting blacks in) King of Fighters '95. Midway is the one you want to thank for creating Mortal Kombat's Jax.

128-BIT SYSTEMS?

Dear *EGM*,

Nintendo began work on their Nintendo 64 about four years ago, right? Well, does that mean that Nintendo, Sega, etc. are working on 128-Bit systems as we speak?

Dave Reid
wt299@freenet.victoria.bc.ca

We asked the companies what their plans were for the future. They were all very tight-lipped, which is to be expected. After all, any news released to the public of future systems would only take momentum (and sales) away from their current systems. But Sony and Sega wanted to make sure that everyone knew that they were technology-oriented companies, and research and development are always on the forefront of their game plans. *EGM*'s translation: Yes, they are probably already working on their next generation of systems, but we won't hear anything about them until they have milked the current market dry.

WHAT THE?!!!!

Dear *EGM*,

Hi, I'm one of *EGM*'s and *GamePro*'s biggest fans. My grandpa ordered me a year's worth of *GamePro* books, but I only got five. I was wondering if you could send me the rest?

Justin Booth
San Antonio, TX

We're not even going to comment on this one.

CLARIFICATIONS

In the November issue (pg. 66), we inadvertently ran pictures of Virgin of Japan's "The Deep" for Virgin of U.S.' "Treasures from the Deep." Also, in the December issue, we stated that the PlayStation will be getting a Bomberman game. Interplay has not yet confirmed whether a PS Bomberman will be coming out.

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Naomi Chiba
Cincinnati, OH

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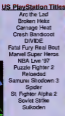
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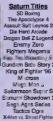
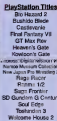


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